

THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!
YOUR SINCLAIR
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£2.50 ISSUE 83 NOV 92 • WITH BADDIE-BEATING FREE TAPE
DIZZY'S BACK!
Crystal Kingdom Dizzy previewed inside
WIN £10,000! Find out how on page 8
EXTERMINATE!
Dr Who – Dalek Attack zaps onto the Speccy on page 12
YOUR SINCLAIR
© BBC Enterprises 1992
The Daleks came from outer space to destroy earthlings. They were also remarkably fond of tapes. So if your cover-tape's missing, a Dalek's probably got hold of it. Tell your newsagent and he'll give you a specially protected one so that you can play *NEXOR*.
CLOCK THIS!
Didn't you spill my spinach juice? Popeye 3 reviewed on page 14 • Four wholesome SAM games in this month's SAM Centre • Choose your weapons and follow me – Laser Squad tipped and sorted • Win loads of behind-the-sofa Dr Who videos • And! Say hello to Spec Tec Jr !
FLIP! The Ultimate Guide To Life, Love and Loofahs!
The definitive guide to Dr Who videos • And! A round-up of the Dr Who books that were too big to film
DOCTOR WHO
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Page 44! (That's a clue.)
The Daleks are coming and you cannot hide Ha ha ha
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YOUR SINCLAIR ABC 40,648

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♥ Today's sandwich suggestions – Ham, pork, luncheon meat, liver sausage, corned beef or spam topped with slices of tomato. Or how about tinned sardines mashed and mixed with mayonnaise and chocolate vermicelli? ♥

CONTENTS N…

This month's issue is a treat for all you Dr Who fans. We've had tonnes of fun putting it together and I hope you enjoy reading it. I've made a few changes this month. Firstly, Joystick Jugglers have disappeared cos it seemed a bit daft just having me and Jon in our own column. Dave Golder's been hassling me for ages to let him be in Jugglers, and I always felt a bit bad about leaving Craig Broadbent and Tim Kemp out too!

Another change has occurred within the pages of Spec Tec, Adam Waring's taken off in fear of his life and Spec Tec Junior, Simon Cooke, is very comfy in Ad's old chair. Adventures is down to a page this month cos I wanted to finally get rid of loads of Input Output ads that I've been hanging onto for ages. Check out this month's Input Output, there really are some bargains in there. Oh, and Haylp! will be back next month too! I'll go now and let you lot read the ish!

Goodbye
Lots of love,
Linda ✿



12 DR WHO - DALEK ATTACK

The scariest mothers ever to grace our television screens make their Specey debut. Check out this month's menacing Megapreview and then run and hide behind the sofa. Eek!



The turny-pagey-adventurey-sort-of-thing game returns! After the literally small response to issue 79's Batman epic, YS are reasonably proud to present Dr Who vs the Consouls. In this game, you play the Doctor who, along with your faithful companions Linda, Andy and Jon, has to defeat the evil Consouls, fiendish shapechangers who con poor souls into buying useless machines with games that cost £40. To do this you need the six parts to the Key to Time, a device that will banish the Consouls forever. You've already found three parts of the Key, and have worked out in which timezones the other three are hidden. (Clever old you.) The journeys will be quite dangerous, but, as you're a non-violent sort of hero, you've elected to bamboozle any enemies with cunning equations involving the length of your scarf, repelling attackers by offering them jelly babies. Find a die and roll it, then add ten to the result. This is your SCARF rating. Do the same again – this is you defensive JELLY score. When you encounter a villain, roll that same die and add the score to your SCARF rating. Do the same for the monster. If your score is the same or higher, subtract one from the monster's JELLY rating – if not, subtract one from yours. Continue until either you or the monster has zero JELLY. Simple, eh? The other thing to note is that, due to a tragic design flaw, your YS Shed TARDIS is actually smaller inside than out, so you can only take one companion with you per timezone. So let's hope the person you take is going to come in useful, eh? Right, now turn the mag sideways and jog over to page 4.

NEXT ISSUE ON SA…

OVEMBER • 83

REVIEWS

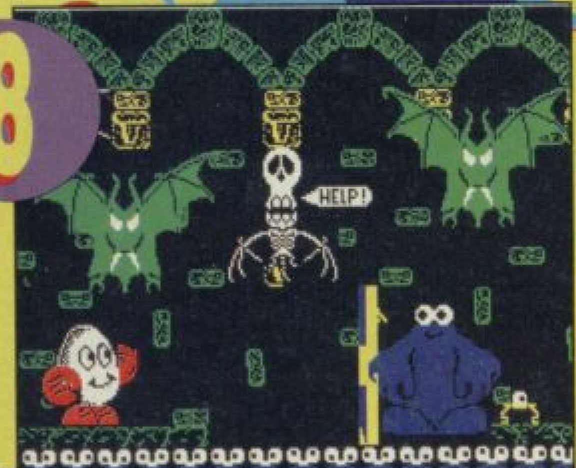
PREVIEWS

42 REPLAY FEATURING:

Stun Runner, Race Pack 4 and Badlands

THE REGULARS

8



Input Output special

Get the complete Speccy gamesplaying kit from our specially extended Input Output. Hundreds and hundreds of games at prices your grandmother wouldn't sneeze at.

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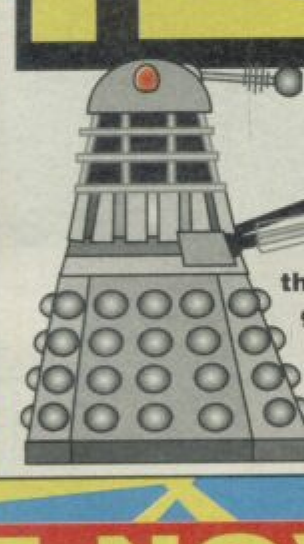


YS/Alternative Dr Who competition

We've got 12 copies of *Dr Who - Dalek Attack* plus two complete video box sets of the Dr Who years to give away. Hurrah!

48

FLiP!



The Killer Kolumn from Outer Space takes a break from bringing you the latest news and goss from the SF world to sit down and watch a few vids. From An Unearthly Child to The Curse of Fenric, Dave Golder presents the complete buyer's guide to Dr Who videos. While just across the page, we take a look at a selection of new Dr Who books. The publishers said they were stories too big to fit on the screen. We run 'em under Flip!'s gimlet eye and give our verdict.



ALE NOVEMBER 5TH



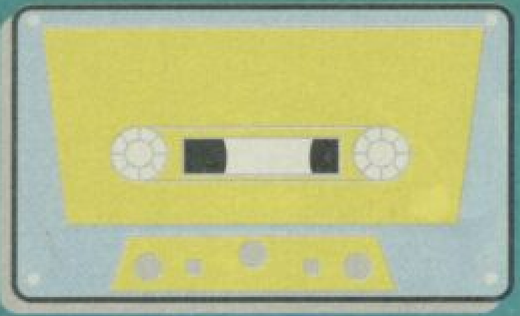
Linda Barker Editor ● Fave Dr Who monster: Cybermen ● Why? Cos I think they look kinda cool in their shiny trousers. They look like a really extreme techno band.



Andy Ounsted Art editor ● Fave Dr Who monster: Dalek ● Why? What do you mean why? They're just the best. I'm planning to customise my crap bike into a Dalek. I just need loads of ballcocks.



Jon Pillar Staff writer ● Fave Dr Who monster: Zygons ● Why? Because in the series, they bought the Loch Ness monster to earth. It's thanks to them, we've got our very own Nessie.



THE MAGNIFICENT 7

It's just a step to the left, and a jump to the right! Do the timewarp the YS way with four throbbing games, some swizzy POKEs, a music package and an extra level of Popeye 3. It's white hot!



Save the world by bombing another one with NEXOR, the full game over there!

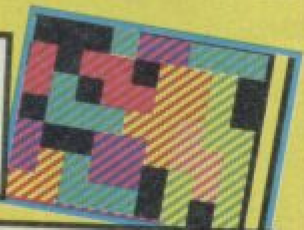
Our silly adventure RETARDED CREATURES & CAVERNS is on page five!





Look out! Fab reader game HAUNTED HOUSE is on page six. It's jolly spooky!

TETROID – another brill reader game – is on page six.





Get the lowdown on the delicious SOUNDTRACKER 128K over on page five.

Find an extra level of POPEYE 3 on page six.





And flip to page six for POKERAMA. Cheat city!

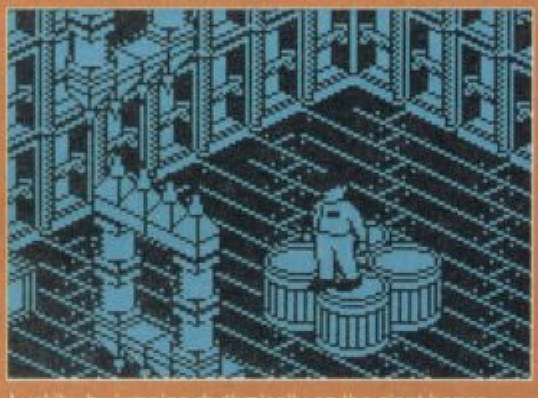
? You stand just outside the YS Shed, with your reasonably faithful companions Linda, Andy and Jon waiting to one side. The three timezones you can go to are August 7th 1350 (page 36), October 19th 1973 (page 23) and February 14th 1929 (page 20). Choose a companion to accompany you on an adventure, and pick a time. Alternatively, if you've visited all the timezones and collected the final three parts of the Key to Time, add together the numbers you found and turn to that page for the ever so scary final encounter with the Consouls. Good luck!

NEXOR

Design Design

COMPLETE GAME

Well, this is a bit of a change. Usually in Speccy games, you're asked to play the dashing hero, righting wrongs, defeating villains and generally being really nice. But! In *NEXOR* you play a pan-galactic terrorist who has to blow up an entire planet. Spook! (Okay, so it's a planet full of evil robots who plan to enslave the galaxy, and you're a sort of rebel, but still, the cure's a bit drastic eh?) By dint of great effort (whatever that means) your fellow rebels have managed to get hold of the uniform of a slave worker in the robot complex, and as you're the only one the uniform fits, you've been volunteered for this stupidly difficult mission. Not only do you have to find, assemble and arm the bomb (sinisterly named the Nemesis Device), but you have to steal some vital blueprints and escape from the complex by jumping into a teleporter. Phew!



Luckily, by jumping rhythmically on the giant bongo drums he'd discovered in the ruined temple, Simon was able to alert Louise and the Professor to the danger.

NEXOR, as you can see by those lovingly-positioned screenshots, belongs firmly in that genre known as the 'isometric 3D walk around and avoid the monsters while figuring out how to escape from the room' game, or 'Ultimation' (after Ultimate, whose *Knight Lore* started the whole thing off). *(Although YS readers will know it was really* Ant Attack *that pioneered isometric 3D. Ed) (By cracky, we did know that as well. YS readers)* As tradition dictates, everything you meet in the game is out to do you harm, except for the furniture. Well, some of it anyway. Other bits have a nasty habit of hiding conveyor belts that whisk you off to a messy doom. Yikes!



Hmmm. Don't think much of this modern sculpture. 'Small form reclining on a bed of petals' eh? Looks like part of a highly dangerous explosive device to me. Art, eh?

The clever bit in *NEXOR* is that when you first enter the complex, there are no foes to worry about. Hurrah! Y'see, in every few rooms there'll be a security camera high up on the wall, usually in the gruesome shape of a hand holding a giant eye. The longer you stay in that room, the more chance the camera will have of spotting you and raising the alarm – so get your dancing boots on. Oh, and don't worry about the fact that the complex is about fourteen stories high – your little terrorist-y rebel can fall as far as you like without so much as grazing a knee.

The 'how do I get out of this room?' puzzles usually centre around stacking up a couple of tables to reach the door, although there are a few nasty variations on the theme (such as your having to knock the vital platforms delicately off the heads of passing robots). And – nearly forgot this bit – you're up against a time limit as well. It's about three hours (we think) but you only get an update when you find a piece of the Nemesis Device. And so, with a muted sob and a stifled curse, we tiptoe away from the ear-tweakingly frustrating, but oh so playable, *NEXOR*. But as a parting thought – just what *does* the logo on the little rebel's shirt say? Send your comical suggestions to anyone but us. (That *Logo* débacle still brings tears to Linda's eyes, you know.)



Now class, form a crocodile, tinies in front. Look both ways before crossing the road and watch out for the killer bubble from hell. (Don't do that, Weeble Minor.)

CONTROLS

Joystick or definable keys and a fine sense of spatial relationships

RETARDED CREATURES AND CAVERNS

Zenobi Software

COMPLETE ADVENTURE



Well, okay, it's the loading piccy, but screenshots of text are so *boring*. (The game's really good though. Honestly.)

Dungeons and Dragons, eh? The most famous role-playing game in the world and Basildon has come a long way since E Gary Gygax and Ian Theblokenobodyremembers thought it up back in 1974. Nowadays there are about a billion books detailing the various rules, monsters and background wibbly bits you too can incorporate into a cohesive and plausible gaming experience. Or something. There are even real-life D&D societies, where, for a modest (ie expensive) sum you can dress up in some mouldy old clothes and run around damp castle cellars, hitting other similarly-clad loonies with plastic swords. This brings us neatly to *Retarded Creatures and Caverns.*

In this Very Silly Adventure, you play Algernon, son of Taragorn, ward of Marath and next-door neighbour of Bulbo Baggins. (See, told you it was silly.) The aforesaid Bulbo has answered an advertisement for *Retarded Creatures and Caverns*, but tragically hasn't got time to join in the game himself. So, rather generously to his mind, he's given you the opportunity to play in his place. Handing over the starter pack (a blank map, some useless instructions and a mystic pouch) and a pair of friendly boots, Bulbo then makes his getaway, leaving you in the lurch.

The object of the adventure is a little obscure. It's probably something to do with getting to the end of the game of *Retarded Creatures and Caverns* with pots of treasure and all your vital bits intact. (They take their real-life adventures pretty darn seriously around these parts.) Apart from that, you're pretty much on your own. There's the HELP command of course, but the hints are scrambled, so get those old code-books out. If you get incredibly stuck (actually getting into the castle at the very beginning is rather tricky, so we'll forgive you) then check out that slightly scrambled clue box over there. All you have to do is shift the alphabet one letter to the left, so B becomes A, C becomes B and so on. Easy, eh? (We have to put off the barefaced cheats somehow.) We rang YS spelunking supremo Tim Kemp to get a suitable quote about the game, and he said, 'Blimey. Good Lord. Erm, could you ring back a bit later please?' And you can't say fairer than that.

Some clues (basically)

FYBNJOF EPPS, FYBNJOF TUPOFXPSL, HFU TUPOF, FYBNJOF MJOUFM, SVC MJOUFM, SFBE JOTDS JQUJPO, SFBE OBNF, FYBNJOF TDSBQFS, XFEHF TUPOF, MJGU UBJM, HP OPSUI. CZ UIF XBZ, ZPV'SF XBTUJOH ZPVS UJNF EFDJQIF SJOH UIJT CJU. *(Er, what? Ed)*

Useful hinty bits copied straight out of the instructions

STATUS will describe Algy's current level of abilities or that of any of the creatures he encounters. The wise will compare stats before deciding on the next course of action... CASSETTE will save the game to tape, while MEMORY saves to, well, memory really. Type SAVE or LOAD then the medium you wish to use... Possibly useful phrases are REACH INTO THE BUCKET, CLIMB INTO THE WELL and LOOK INTO THE CHEST.... Definitely useful abbreviations are Z (WAIT), L (LOOK), X (EXAMINE), I (INVENTORY) and R (REDESCRIBE)... WORN will also come in handy... and be kind to your boots!

HAUNTED HOUSE

Jonathan Cauldwell

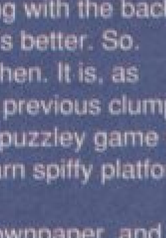
READER GAME

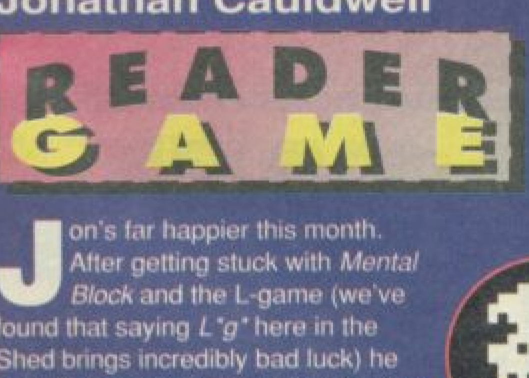
Jon's far happier this month. After getting stuck with *Mental Block* and the L-game (we've found that saying *L"g"* here in the Shed brings incredibly bad luck) he turned up a non-puzzley reader game that he's actually quite good at playing. Gosh. The Shed's been a-ringing to shouts of 'Ha! I dodge your creepy tentacles with consummate ease, foul denizen of hell' and 'Ha! I leap carelessly across the swirling foam of doom and thumb my nose at the floaty skulls of death.' And it's driving us mad, let me tell you. In fact, if you'll excuse me for a moment, I think I'll just hit Jon on the back of the head with this saucepan. (Sound of saucepan connecting with the back of Jon's head.) That's better. So. *Haunted House* then. It is, as mentioned in the previous clump of sentences, not a puzzley game at all. In fact, it's a darn spiffy platform affair. Hurrah!



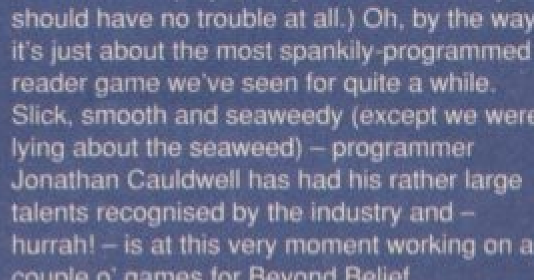
You're Derek Cracklybrownpaper, and you've been trapped in – spook! – an old Victorian haunted house. In order to effect your escape you have to find forty keys (very hot on home security were these old Victorians). Standing (and floating, and scuttling a bit creepily) between you and freedom are a load of ghosts that you'll have to duck under or leap over in the course of your travels, while avoiding a fair number of dangerously long drops. It's all easier to grasp than a long stick with velcro pads and a particularly chunky circumference. (Let's face it – if Jon can play it fairly well, the rest of you should have no trouble at all.) Oh, by the way, it's just about the most spankily-programmed reader game we've seen for quite a while. Slick, smooth and seaweedy (except we were lying about the seaweed) – programmer Jonathan Cauldwell has had his rather large talents recognised by the industry and – hurrah! – is at this very moment working on a couple o' games for Beyond Belief.

Ooo, I love a happy ending. (Sniff.)





It was dramatic. Kevin stood to one side, pleased with his GCSE results. A single tyre from the broken Ford Prefect bounced into the distance, and, between a pair of comical boxes, Ron the skeleton swam away in burning shame.



In the third hour of Samson's head-the-ball record attempt, tragedy struck. With a loud bang his torso exploded, rendering the hapless soccer fan a bit short.

CONTROLS

Joystick or definable keys (press down then jump for super leap)

?The woman points triumphantly. 'No you're not' she laughs, and totters off. 'Earthy mediaeval humour, eh?' remarks your companion. You carry on into the forest. Turn to page 16.

SOUNDTRACKER

Pentagram

PD UTILITY

Hurrah! Hurrah again! And a third hurrah on top! *Soundtracker* isn't a pirated German release after all. Thanks to the gallant efforts of Vision of The Mad Guys, the full story can now, at last, be tol.d to the world.

Soundtracker was written by BZYK of the Polish coding group Pentagram in August 1990. Chris (another Pentagram-ite) sent it onto Vision, who then passed it onto The WoMo Team (Germany's biggest PD group), who got back in touch with Chris to confirm *Soundtracker* was indeed PD. Yes! cried Chris. (The definitive answer.) Vision wrote to us after reading about *Soundtracker* in issue 81 to clear things up. His calmly plausible explanation was that we were confusing it with CPC Soundtrakker - which is a pirated German prog. Well, phew, that's all we can say. That's the story. For instructions on the prog itself, turn to page 22. Hurrah! (Again.) What a relief.



It's here! Really! We're not joshing! And, by gumbo, it's a completee goodie. What is it? *Soundtracker*! (Obviously.)

POPEYE 3 THE MYSTERY OPPONENT

This is a different sort of Mag 7 program. To use it you have to go out and buy a copy of *Popeye 3*. This will allow you to play against a new Mystery Opponent. (For those without the game, we'll reveal the identity of the Mystery Opponent. It's none other than Linda B!) After loading, choosing the New Character option, playing the Mag 7 tape and waiting for one minute and twenty seconds, you'll be able to beat up the Ed. *(Oh no! Ed)* Hmmm. Why portray Linda as a masked wrestler? It's beyond us.

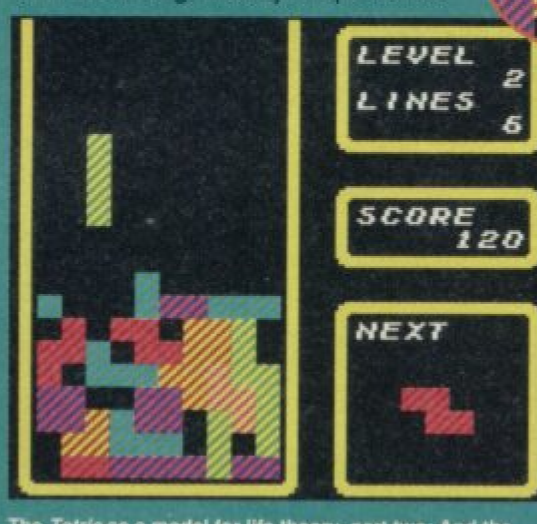


TETROID

Paul Markham

READER GAME

Well, after the unqualified success of *SAMtris*, how could we deny Speccy owners the chance to swear loudly at their computers as the wrong knobbly shape comes floating down yet again? Not for any length of time was the answer. We searched High and Low, a pair of eccentric homegrown software distributors who carry their wares in Tesco bags, and lo! came up with *Tetroid*. It's a pleasantly easy version of *Tetris*, with loads of levels (you have to make a certain number of lines on each) and a kind of mellow, laid-back feel to the whole thing. It's nice. Until the wrong knobbly shape comes floating down yet again, of course. But that's just one of the hazards of Tetris, which, as regular readers will know, is a mirror to life itself. So just remember that when you squeeze a long blue L-shape improbably through a very narrow gap by a yellow squiggly cross thing, you're probably triumphing over some adversity in real life. That's symbolically speaking, of course.



The *Tetris* as a model for life theory, part two: And the blank spaces symbolise prisoners of conscience.

CONTROLS

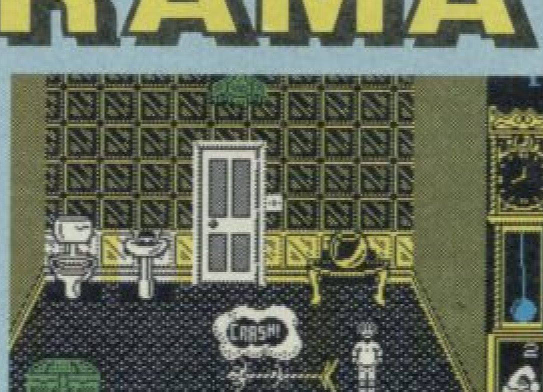
Keyboard or Sinclair joystick and an absence of grannies for those tricky moments
O – move block left
P – move block right
A – speed up block
SPACE – flip block

POKERAMA

Jon North

No time to chat, 'Swifty' North's hurried POKEs this month are...

Movie Seymour	infy lives
CJ in the USA	infy lives and bombs
Sleepwalker	infy lives and time
Wriggler	infy lives and energy
Z-Man	infy lives
Mental Block	infy times and tries
Reckless Rufus	infy lives and ammo
Hideous	infy lives, fuel and ammo



Just look at that hairstyle. He can't see where he's going. Get a smart short-back-and-sides, my lad! (Dribble.)

TAPE TRUBBS

The YS covertape comes into being in a duplication factory near Swindon. This factory is actually a railway carriage and, if you lean out of the window at 10.46 am, you can feel the rush of the London to Weston-super-Mare express. We try to make sure that each tape is perfect, but some are a bit wonky. If you've got a wonky one, just pop it in a padded envelope with a sae and send it to YS Mag 7 No 18, November Issue, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Heaven willing, you'll have a new one within 28 days.

HYPERSONIC 2

No doubt you want to know all about *Hypersonic 2* and why it isn't on your tape. Well, don't worry and don't go sending your Mag 7 tape back to Ablex. Y'see, unfortunately we couldn't fit it on the Mag 7 tape this month cos we had so many other fabby things to put on it. Tune in next month for a very spiffy PD demo indeed.

? Picking your way gingerly across the garage, you come across a moonshine still. A quick investigation shows that the main tube, you know, the twirly one that goes round and round and serves no apparent purpose, but is always put on stills because, well, they look authentic, and no still is worth the name without one, is actually a piece of the Key to Time! It's inscribed with the number -146. Raising your hat politely to the dead poker players, you go back to the YS Shed and return to the Future back garden. Turn to page 4.

FREE! FROM SILICA



When you buy your new Atari 520, 1040 or Mega ST-E computer from Silica Systems, we will give you an additional £324.75 worth of software FREE OF CHARGE, including some great entertainment and productivity programs. These free gifts will introduce you to the world of ST computing and help you to get off to a flying start with your new ST. Plus, with every ST and TT, we will give you 16 nights holiday hotel accommodation for you and your family to enjoy a break at home or abroad.

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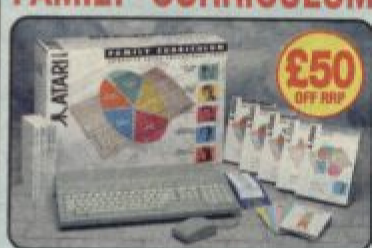


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Pssst

BUILD YOUR OWN DR WHO MONSTERS!

WAR MACHINES (OR THE REVENGE OF THE POST OFFICE TOWER)

The War Machines were very scary, erm, square things. They were built by a nasty computer called Wotan who lived in the Post Office Tower. He was going to use them to take over the world, but all he succeeded in doing was ruining the centrifugal apparatus of the tower. That's why it doesn't have a spinning restaurant anymore.

To make your own war machine, simple follow the instructions. If you get a bit lost, look at the pics.



You'll need a large cardboard box (a crisp box is just right), an empty cornflakes packet, a cardboard tube from a toilet roll, two sticks, two ping pong balls and loads of silver spray paint.





Simply stick the cornflake box atop the crisp box and sellotape a stick to each side. Get an adult to cut each ping pong ball in half, stick a half on each side of the cornflake box and the other two at the bottom of the crisp box. Attach the cardboard tube to the middle of the crisp box and spray the whole lot a nice bright silver. Mmm, scrummy.



Hey presto! You've now got your very own War Machine. March up to your local post office and present it to the person behind the counter.

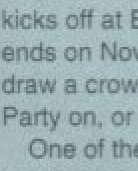
The Future Entertainment Show

HERE WE ARE, NOW ENTERTAIN US!



Things are really hotting up in preparation for one of the biggest shows of the year. Sega have booked tonnes of space and are planning to build a giant arcade in which they'll have all their machines and loads of games set up. At the time of going to press, around 67 exhibitors have already confirmed their presence including Psygnosis, Electronic Arts, Nintendo, Gremlin, Ocean, Virgin, Microprose and Virtual Reality. Oh, and we'll be there too! The whole shazam kicks off at Earls Court on November the 5th, ends on November the 8th and is expected to draw a crowd of 100, 000 computer fiends. Party on, or what!

One of the most exciting things going on will be the National Computer Games Championships. If you read last month's Pssst! you'll know that the compo's being run by Future Publishing, Virgin Retail and Bad Influence! – a computer gameshow that'll be appearing on your TV screens very soon. The first prize is ten grand, with four grand for the runner-up. There'll be 20 finalists in all and each of them will be taking home an Amiga, A Super NES, a Megadrive and loads of games. AND! (Here's the exciting bit!) You could be one of those lucky winners.



The championship's being held on all three of the above machines and to be in with a chance you've got to do incredibly well at *Zool* on the Amiga, *Aquatics* on the Megadrive and *Robocop 3* on the SNES. If you think you've got what it takes then why not enter. All you have to do is go down to your local Virgin games centre and play a few games. All 20 winners of the regional finals, which take place on the Friday of each week, will be invited to the grand final on November the 7th and 8th. Hurrah!

To enter the regional finals simply pop along to one of the following stores at these dates... (GC = Games Centre!)

12th, 13th, 14th, 15th October: Glasgow Union Street Megastore, Falkirk GC and East Kilbride GC

19th, 20th, 21st, 22nd October: Stockport GC and Manchester Megastore

26th, 27th, 28th and 29th October: Bromley GC, Croydon GC, Guildford GC, Ilford GC, Kingston GC, London Oxford Street GC, Birmingham Megastore, Cardiff Megastore, Newcastle Megastore and Gateshead GC

SO WHO EXACTLY *IS* ANDY SMITH?



If you read that big three page ad for the FES that was in the ish last month you're probably a tad confused about the bit which read, "Meet Andy Smith and his burning team!" Now you lot probably can't sleep at night not knowing who Andy Smith is so, to cure you of this sad plight, here's a photo of Mr Smith. He's the editor of Sega Power and a jolly nice chap, so why not go and meet him? You never know, you might get to catch a glimpse of the burning team (or is that tea?) too. Alternatively, you could just come and say hi to us – that's Linda Barker and her slightly sizzling team.



Andy Smith's incredible burning tea.

? You scrape against the barrels as you dive behind them, and the top one wobbles ominously. Time to test your luck! Pick odds or evens and roll a die. If the result is the same as your prediction, turn to page 28. Otherwise, turn to page 25.

CYBERMATS:THE FUZZAWAY'S COUSINS

Not many people know this but Cybermats are actually closely related to Remington Fuzzaways. The only difference is that if you try brushing a cybermat over your clothes it will eat them. Still, at least you won't be covered in little furballs. You won't be covered in anything.



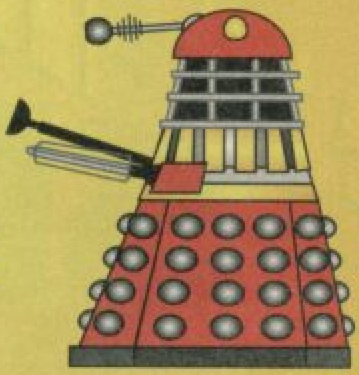
You'll need one of those crappy plastic fuzzaways (you know, the ones that dry-cleaned American millionaire advertises on TV really late at night when he hopes no-one watching)If you can't get one, a normal hair brush will do. Also get some aluminium foil and a bit of white sticky paper.



Cover the fuzzaway or hair brush in tin foil. Slice the edge of the foil with lots of little cuts to make a fringe and roll two bits of foil into strips. Stick these strips on the front of the Cybermat and draw two round eyes on the sticky paper. Cut 'em out and slap 'em on. Spooky!



Wahey, you've got a Cybermat! Be careful not to let it anywhere near your clothes.



DALEK ATTACK

Daleks are the best Dr Who monster there's ever been. They're also laughingly simple to make.



1. Get a few of your mates and stand around in a circle. All put your arms in the air, throw your heads back and chant the following words. 'The Dalek race will not tolerate revisionist elements. We will survive. We will endure. All dissent will be eliminated. All maverick units will be exterminated - exterminated!'



2. A Dalek will appear, perched on your hand. Treat it with love and try to understand if it feels the need to exterminate people. It's just expressing itself.

SHOWING OFF

What do the BBC do with all those old *Doctor Who* costumes now they haven't got *Blake's 7* or even *Star Cops* to use them as hand-me-downs? They collect them together, make displays out of them and call them an exhibition. Which is exactly what they've done at The Exploratory, just outside Temple Meads station in Bristol. The Behind The Sofa Exhibition has Daleks and Cybermen as well as lesser known monsters. K9 is also there, along with continually displayed clips of all the regenerations and title sequences. There are tonnes of buttons to press and models to gawp at, and all for just £3.50 (which also lets you play with the Exploratory's other permanent scientific-type displays.)



It's K9! Whatever happened to K9, eh? (It's a rhetorical question.)

T-ZERS

✪ The European Computer Trade Show has come and gone, and all T'zers' lurking in the shadows of the larger stands has paid off handsomely. Zeppelin were fielding the Jobling Brothers Band, with Brian on vocals and sensible shoes, and Darren on PR and Rolf Harris impersonations (one day, m'dears, you'll get to see exactly why your T'zing pal keeps making all these antipodean references). Quizzing them on their upcoming Speccy schedule, T'zers was able to finally wring the truth behind that CTW report a while ago. Zeppelin aren't pulling out of the Speccy market. They're just not doing any more in-house games; all their programming will be done by outside houses. Just to prove their point, as they expounded their plans for the Zeppelin Nightclub (alas, a dream that faded with the cold light of day), they unveiled Doc Croc's Excellent Adventures, a brand-new game that will be with us in October.

✪ It's on! It's off! It's on again! It's Mega Twins from US Gold, and it's back on the release schedules once more. Let T'zers explain: the game has been finished, but in a daring move the Goldies planned to release it on their budget label Kixx. Then they decided against it and didn't. Now those cheeky Birmingham chappies have changed their minds again, and we should be seeing it at Christmas.

✪ But back to the ECT show. A bit of ace spying from one of T'zers's ace spies has sniffed out a quite definitely probable new game from the Goldies. Remember Psion's Scrabble? Of course you do. Well, USG has a new super-deluxe version in the pipeline, and T'zers' spy was talking to the programmers. It transpires they're coding it in Z80 (Speccy machine code) so a conversion would be embarrassingly easy. Fingers crossed, eh?

Have we whetted your Dr Who tastebuds?

If the answer to the question above is a resounding yes, then you really shouldn't be without Doctor Who Magazine. Published by Marvel, the people behind all those American superhero folk and quite probably a few other things as well, it costs £2.50 every month. Inside, there's plenty of obscure info, loads of good pics and a graphic story. Hurrah!

? As the garage doors burst open and several unconvincing policemen rush in, Jon's face lights up. 'I know where we are! It's the St Valentine's Day Massacre! I think we'd better duck.' You hurl yourself to the ground in a professional manner. Jon falls over. The unconvincing policemen proceed to machine-gun the poker players very thoroughly, before rushing back outside and driving off. Turn to page 6.

HEY HO LET'S GO!

The month starts here, so get ready to groove, Spec-chums! Hurrah! (Ahem.)

TOP TEN

William Easson of Stockport, Cheshire was suffering from waiting-for-results fever when he compiled his list of fave celebrities of all time. Take it away, Bill...

- **Sean Connery** (Simply the best)
- **Linda Barker** (Better than all the rest)
- **Roger Moore** (What can I say?)
- **Robin Williams** (Funnier than a brick in the teeth)
- **Arnie** (He can't sing, dance or act)
- **Gene Hackman** (One of the best)
- **Jennifer Conolloy** (Phwooaarr!!)
- **Winona Ryder** (Ditto)
- **Steve Martin** (Funny, intelligent and a great actor)
- **William Easson** (Master of electronics, programming, gamesplaying, rugby, javein and top raver!)

Hmmm, did you lot know that I could be the next James Bond? Send your Top Tens to **Hey Ho Let's Go, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.**

CHARTS

1.	*Rainbow Islands*	Hit Squad
2.	*Bubble Bobble*	Hit Squad
3.	*Bubble Dizzy*	CodeMasters
4.	*Graeme Souness Soccer M'ger*	Zeppelin
5.	*Robocop*	Hit Squad
6.	*Dizzy Down the Rapids*	CodeMasters
7.	*American Tag Team Wrestling*	Zeppelin
8.	*Italia '90*	Tronix
9.	*Magicland Dizzy*	CodeMasters
10.	*Dizzy's Excellent Adventures*	CodeMasters
11.	*Super Off Road Racer*	Tronix
12.	*Multi Player Soccer M'ger*	Cult
13.	*First Division Manager*	CodeMasters
14.	*Seymour Goes To Hollywood*	CodeMasters
15.	*New Zealand Story*	Hit Squad
16.	*Chase HQ*	Hit Squad
17.	*Manchester United*	GBH
18.	*Quattro Megastars*	CodeMasters
19.	*Viz*	Tronix
20.	*Lemmings*	Psygnosis

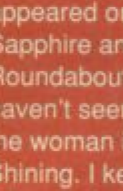
PENGUIN > CHARTS < COMPILED BY GALLUP. SPONSORED BY PENGUIN BISCUITS. PUBLISHED BY ELSPA

THE SHED CREW

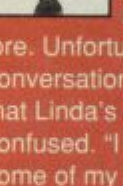
Seeing as actual jugglers were a bit thin on the ground this month, we thought this'd be a good opportunity to introduce you to the team as a whole – rather than the few wastrels who sit around playing games all day.



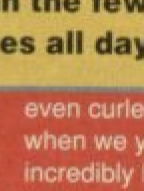
Linda Barker Linda's been busy mugging up on her Dr Who trivia this month. "I spent my childhood hiding behind the sofa when anything remotely scary appeared on the TV - Dr Who, Sapphire and Steel, The Magic Roundabout. To this day I haven't seen the scary bit with the woman in the bath in The Shining. I keep getting it out on video, but every time that kid starts riding up and down on his tricycle I have to cover my eyes."



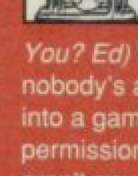
Jon Pillar Jon, along with Dave, has been trying to teach Linda the basics of Dr Who lore. Unfortunately their conversation gets so involved that Linda's left even more confused. "I have tried to impart some of my immense Dr Who knowledge to Linda. She's pretty useless though, everytime I mention the zygons and Polly and Ben her eyes sort of mist over and she starts dribbling. I really don't know why I bother."



Craig Broadbent Craig's just got his A-level results and he's pretty ecstatic about them. When we told him the next issue of YS was going to be a Dr Who ish he was singularly unimpressed. He even curled his lip. It was only when we yelled Dr Who, incredibly loudly, into his left ear that he started to show some enthusiasm. "Oh, I thought you said that the next YS was going to be a special dirty loo issue." Heaven preserve us.



Tim Kemp Tim hates Dr Who. Why? "Well, he's a very protected figure... *(Who? You? Ed)* No, Dr Who is, and nobody's allowed to write him into a game without special permission. That's why there aren't any Dr Who adventures, and that's why I hate him."



Dave Golder Dr Who fan extrordinaire, Dave had this to tell us when we mentioned Dr Who, "I bet you didn't know that at American Dr Who conventions Patrick Troughton and Jon Pertwee always ended up having water pistol fights." Great, thanks Dave.



Rich Pelley Rich didn't have much to say about Dr Who. He just muttered something about how difficult it is going through customs with a suitcase full of women's clothes. We didn't really like to probe any further.

HIGH SCORES



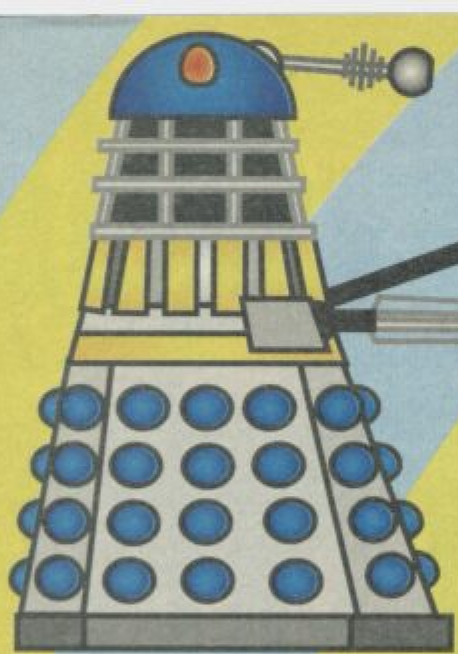
Whoo wee whoo! It's the renegade Timelord, the good old Tom Baker to point out (reasonably and succinctly) all the rather spiffy features about the game. But is is worth a jelly baby, eh?



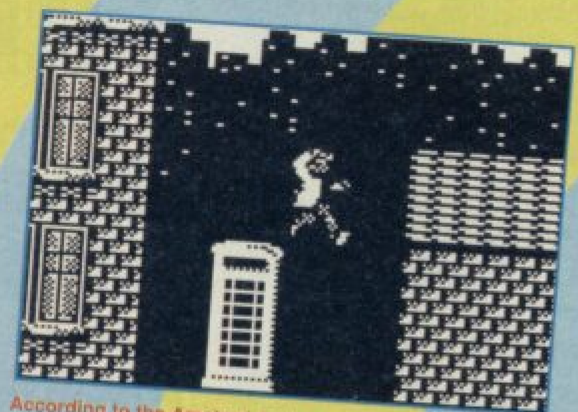
Exterminate! It's the evil, nasty Davros to tell you all the evil, nasty things about this game . If there's anything scary going on, this is where you'll find out about it.

? "Hold on a sec!" exclaims Linda. "Robin Hood didn't exist! He was a legendary outlaw celebrated in fourteenth century ballads as a personification of the popular discontent that led to the Peasants' Revolt of 1381." The Consoul that had been posing as Robin disappears in a puff of logic! Turn to page 29.

MEGA PREVIEW



DR WHO - DA



According to the Amstrad Action team, these graphics look a bit like those of *Titus the Fox* and the chap who programmed *Titus* was an avid Dr Who fan. Hmmm.

Admiral Software
☎ 0977 797777

For behind the sofa thrills, nothing can touch Dr Who – the longest running SF programme on telly. For nearly 30 years, generations of children have stared with glazed eyes at the spooky whirlwind-effect and put their fingers in their ears as soon as that terrifying 'whoo wee woo' noise started pumping through the speaker. And now, at last, the Dr is about to make his debut on the Speccy on Alternative's new mid-price label. Linda Barker joins in the chorus of 'Exterminate exterminate' and takes a look.



How about this for a tale to scare small children and old people with? The Daleks have been watching our planet for almost a hundred years. Since the 1950s they have regularly sent space craft to Earth; just to zoom around, flash a few lights and take a peek at what's going on. By the year 2055 the Daleks realise that humans have got a lot cleverer and are thus a threat to the metal skirted ones. So what do they do? They invade Earth. (What a surprise, eh?)

In no time at all, the major cities (including London, Moscow, New York and Tokyo) have been infiltrated by Davros' dastardly minions. In an attempt to obliterate humanity completely, the Daleks have built four pods which are destroying the precious ozone layer at a great rate. In just 24 hours, these pods will have rendered the human race so weak that they will be unable to resist the second wave of the dreaded Dalek attack. The only person who can save the world from becoming a big Dalek processing plant is that good old interfering Timelord, Dr Who.

Dr Who – Dalek Attack is a sideways-scrolling platformer



The game is still having bits and pieces tweaked but the finished thing will look a bit like this. What we want to know is this – why is there a man in a long nightshirt clambering up the wall?

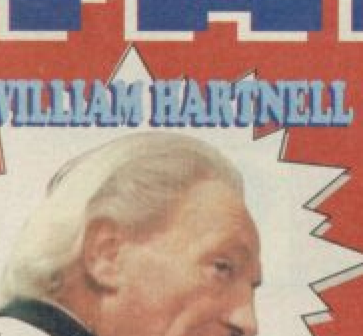




At last, the new Doctor is unveiled before an adoring public. Move over Sylvester McCoy, it's time for a new face in the TARDIS - it's Sid the sexist! But who will the BBC choose to play his lovely assistant?

THE SEVEN D

WILLIAM HARTNELL



The first, and the eldest, Dr foiled the Daleks by destroying the city's power generators. This cut off the Dalek's power supply and killed the jelly inside. In later episodes which reunited the early Doctors, a look-alike took Willy's place.

PATRICK TROUGHTON



Dr number two sported a very fetching Beatle-style hairdo and met the Daleks twice. Luckily the metal machines were kind enough to destroy one another. All Patrick had to do was keep his wits about him and pretend to be unafraid.

JON PERTWEE



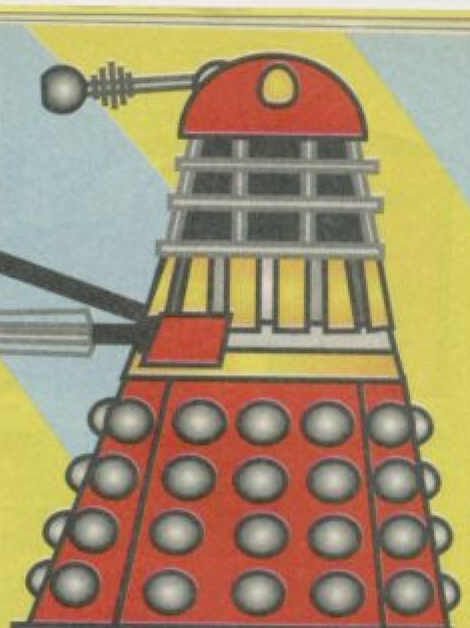
The second most famous scarecrow ever met the Daleks three times. He managed to get rid of them in a variety of clever and devious ways which included blowing up an ice volcano and persuading a human to act as a timebomb.

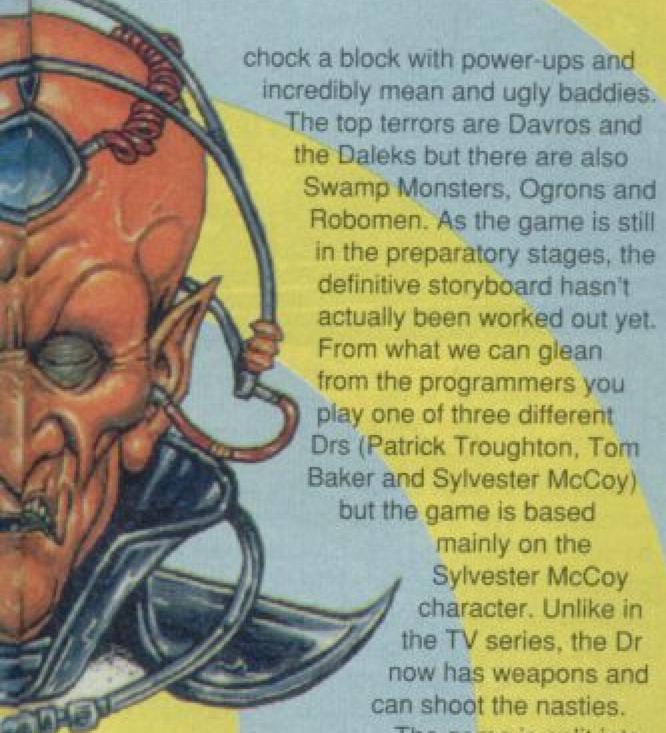
TOM BAKER



The Shed's fave time traveller halted the advance of the Daleks for a thousand years by blowing up the embryonic jellies. In a later episode, he managed to thwart their evil plans with his amazing logic and sonic screwdriver.

LEK ATTACK





chock a block with power-ups and incredibly mean and ugly baddies. The top terrors are Davros and the Daleks but there are also Swamp Monsters, Ogrons and Robomen. As the game is still in the preparatory stages, the definitive storyboard hasn't actually been worked out yet. From what we can glean from the programmers you play one of three different Drs (Patrick Troughton, Tom Baker and Sylvester McCoy) but the game is based mainly on the Sylvester McCoy character. Unlike in the TV series, the Dr now has weapons and can shoot the nasties.

The game is split into five levels, and each level has two parts. Each level takes place in a different city, but before you can save the city you've got to get into it via the sewers. (Ugh!) Speed is essential here as you've got to get to the city quickly. Once in the city there are weapons, shields, jelly babies and smart cards to collect. The smart cards are dead important, without them you can't finish the level.

Okay, so once you've cleared the cities of the Dalek menace and repaired the ozone layer, is it time for a cuppa and a few reminisces in the Tardis? Well, it could be. Y'see, the programmers haven't decided on the ending yet. One possible ending has the Timelords sending our Doc off to Skaro to destroy the Dalek construction plant and get Davros to hand over the stolen Time Ring. But I guess we'll just have to wait and see. Exciting, huh?

THE DALEKS – A PEPPER-POTTED HISTORY

A long time ago, on the planet Skaro the poulation divided into two groups, the Kaleds and the Thals, and tried to completely destro one another. At first the war was a high tech affair, but after a few hundred years they resorted to trench warfare.

Davros had been badly injured earlier in the war and built himself a machine to move around in. This skirted walking frame gave Davros an idea for saving the Kaled race. Y'see, the Kaled elite knew that, in time, their race would evolve into a mutoid mass of green jelly which would need protection from the outside world. Davros came up with the idea of encasing the jelly in an armoured skirt.

'Hurrah!' said the rest of the Kaleds. But Davros decided that his Daleks were not going to be a peaceful race, they were not going to have human morals or, that terrible thing, a conscience. The Daleks were to be programmed to recognise and exterminate any being different from themselves.

'Boo!' said the Kaleds. And the Daleks exterminated them. Basically.



Here we see a Dalek just after it refused to go down the corner shop and get a quarter of jelly babies for our Tom.



Ah, }tis the Dr of the white frilly shirts and the tatoo. Oph, he's such a fop - a terrified fop!

FAX BOX

Game	*Dr Who – Dalek Attack*
Publisher	Admiral Software
Price	£6.99
Programmers	221b
Release date	October

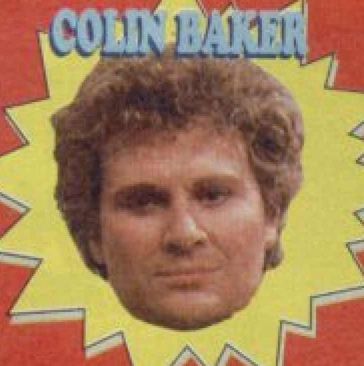
OCTORS

PETER DAVISON



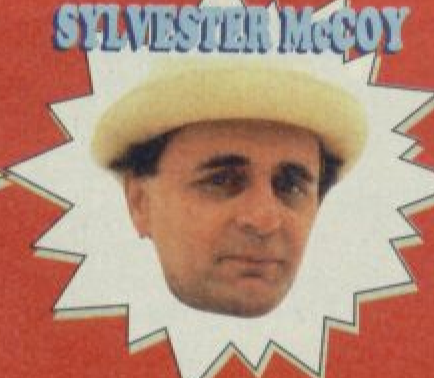
The baby of the Drs took his lead from Patrick Troughton and just sat back and watched the Daleks destroy one another. He was amazed to find that a strange coloured toothpaste squidged out of Dalek wounds.

COLIN BAKER



Dr Forgettable also left the Daleks to fight it out between themselves without lifting a finger. These Drs, eh? What a lazy bunch! Nobody can remember anything about any of Colin Baker's episodes. He didn't last too long.

SYLVESTER McCOY



At last a Dr who didn't sit back and relax. Old Sylv tricked the Daleks with the archaic Hand of Omega. Instead of giving them the promised power, it blew up the planet Skaro. Then the good Dr torched the black Dalek. Hurrah!



POPEYE 3

Alternative/£3.99 cassette
☎ 0977 797777



Popeye and wrestling, eh? Now there's a tenuous link. Or is it? (He said in his best confidential no-it-isn't-and-I'll-tell-you-why-not voice.) Well, no. It follows the plot to one of the original Popeye cartoons. So that's all right then. (Phew.)

To save the Earth ol' Pops has to defeat five alien opponents by whittling away their energy and pinning them to the floor. To aid him in this endeavour he's got a quartet of wrestley moves – the headlock, the piledriver, the ridiculously big fight and the shin kick.

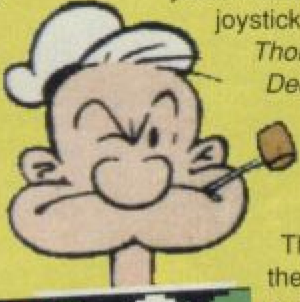
Popeye 3 is an out-and-out joystick waggler. While Zeppelin's *Tag Team Wrestling* used the old 'press fire with a direction' control method, to beat your opponent in *Popeye 3*, you have two stages of frenetic wrist-mangling. To win the bout, you have to grapple with the alien (by waggling the joystick), then try to force him into an energy-sapping headlock (more waggling). Naturally, while you're doing this, your oppo is struggling to do exactly the same thing.



There's a nice bit of variety in that when your waggle meter reaches full power you can stab fire and perform a piledriver (where you pick up the alien and bounce him on his head!), but basically it's a case of whoever's misspent their youth murdering their joystick with *Daley Thompson's Decathlon* having the edge.



Trapped in an alien headlock! Your only chance is to waggle like mad and keep your power meter at full, thus avoiding being trampled underfoot. There. That's the sensible advice. You'll have to supply your own silly caption. (Sorry.)



It's time for a tie-in!

The Popeye tie-in is limited to the cans of spinach that you can grab to initiate a pretty funny cartoon scrap, and as the gameplay is mostly limited to waggling (there's that word again) it gets boring very quickly. (Another prob is that on Level One, the energy-boosting hamburgers thrown by Wimpy totally refills your energy bar rather than giving you a little bit of extra power as in the later levels, so if an alien grabs a burger when you're on the point of defeating him, you have to go through the whole process again. Aie!)

The presentation of the game also leaves a lot to be desired. The graphics are smart, but the playing area is small (most of the screen is taken up by an animated background) and the action tends to get confused and obscured by the front ropes. Soundwise, you've got just a few bleeps and bloops. The (very) basic waggling gameplay is repetitive and not even the two-player mode can save this game from the bottom drawer.



After gobbling down the spinach his gal Olive throws into the ring, Pops can set to with alien in a massive cartoon scrap. It's a nice touch. (Pity it's back to waggling the joystick as soon as the fight's over.)



Popeye rued the day he'd bought that super-magnetic Famous Five badge from the local branch of Oxfam. But it had been so beaut that he couldn't resist it.

WRESTLE BETTER THE YS WAY!

... with these two flamboyant and sure-to-succeed new moves.

1. THE STEAMROLLER

Distract your opponent momentarily and run out of the stadium. Find the nearest heavy maintenance vehicle salesman and ask him to drive you into town. By questioning passers-by, make your way to a travel agent's and book an immediate flight to Ceylon, steamroller construction capital of the world. Once there, find a café and build up your strength with a cup of tea and a cream bun. Then ask the café owner where you can hire a steamroller. Use a current HGV or maintenance vehicle driver's licence and pay in advance for one day's hire. Drive the steamroller back to the airport, and smuggle it aboard the return flight. When you get back, drive immediately to the stadium. Use the steamroller to break into the general store next door, steal a kettle and a paint roller, run back to the ring and hit your opponent smartly with both.

2. THE NEUTRON BOMB

Simply detonate a Class Seven neutron bomb in the ring. NB: this move is illegal in Mexico, central China and some fishing villages on the Cornish coast.



FINAL VERDICT



It's got smart graphics, some fine funny bits and some tough (and silly) opponents.



The gameplay harkens back to the *Decathlon* era – you just waggle your joystick until your arm explodes.

Not a patch on *Tag Team Wrestling* and, after *Popeye* and *Popeye 2*, a great disappointment.

56%

SWORD OF THE SAMURAI

Zeppelin/£3.99 cassette
☎ 091 3857755


LINDA

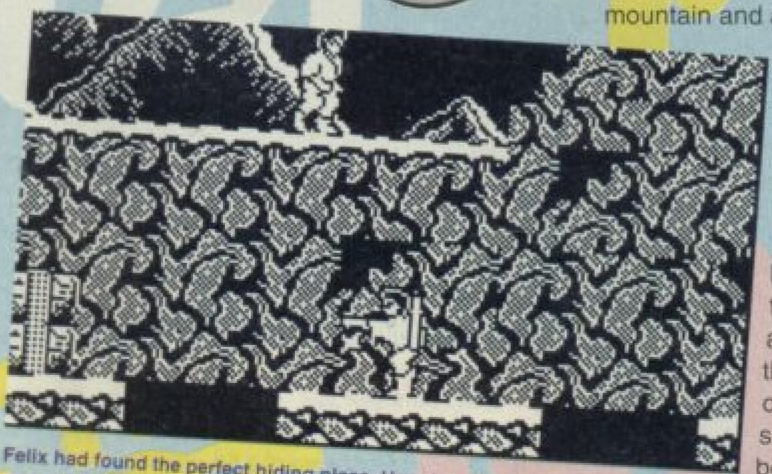
In my younger days, ie not very long ago, I used to get dead confused by the word martial. I always read it as marital. I used to think that there was such a thing as marital arts but cos I didn't like to ask, I was never told that those classes were all about fighting and there was no kissing involved at all. Kissing's not big in martial arts circles, they don't really bother with social niceties.

The Sword of the Samurai is the latest shuriken-throwing, social niceties-ignoring, *Shinobi*-following slash-'em-up from Zeppelin and it's pretty darn darn. The plot is as far-fetched and fantastic as one would expect, but I'll give you the details anyway. You are a member of an honourable martial arts gang, a noble warrior who has been brought up to defend all that is true and good. Luckily, the forces of good and truth are under threat from a gang of renegade Ninjas. It's lucky because this means that you can go out there and flash your shiny sword around. Y'see, the naughty Ninjas have kidnapped tonnes of good people. These hostages have been locked up and put under the guard of some very big baddies. It's time to polish that sword, sharpen those shurikens, brush up on your martial lore and go slash some nasties.

TheSword of the Samurai is, basically, a scrolling, monochrome shoot-'em-up with platforms to jump on and it's teeming with baddies. You've only got a few minutes for each level and each has three hostages to collect and keep. As soon as you've freed the first two, it should be a bit easier to get the third cos you get cut-throat daggers to chuck at them. Of course, it doesn't quite work out like that cos the guards get more and more violent and getting that final hostage within the time level can be frustratingly difficult.



Gerry was a very bad loser, and Keith wasn't exactly a good winner. After beating Gerry in the Jumping Bean race in 1945, Keith teased him incessantly. Every day Keith jumped, and every day Gerry tried to kill him.


Felix had found the perfect hiding place. He grinned to himself as Gutbucket paced above, unaware of the fact that he was slowly becoming part of the tree's root system. Gutbucket knew exactly what was happening.



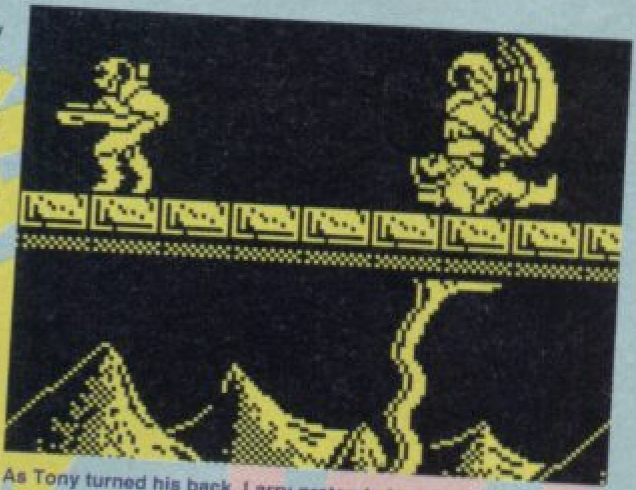
Slashtastic!

There are seven levels to get through, including some sewers, a holy mountain and a dragon temple complete with magical dragons. As I've said before, the whole thing is oozing with baddies and, even better, playability. It takes a couple of goes to get your eyes properly focused, at first it seems as if the nasty Ninjas have appeared from the trees or rocks. As soon as your eyes have adjusted themselves to the simple colour scheme (black and a single colour) you too will be able to spot an ape man at 500 yards.

So if it's slashability you're after, then simply pop out to the nearest trading post. Just make sure it's one that sells Speccy games and you'll be well pleased. In the originality stakes *The Sword of the Samurai* isn't exactly Top of the Pops, but even though we've played the game before in various different guises it doesn't hurt one bit to have another go.

In fact, it's quite a pleasurable experience. I think I'll just go and finish that level, this martial business is alright. (One last thing, is a married Ninja a marital martialist?) *(No, he's a married man who's well versed in martial arts. Jon)* (Sounds a bit rude, if you ask me.) *(Oh please! Jon)*


The two men took it in turns to knock the ants off one another. It was a delicate operation. One false move and heads would roll. It was that kind of office.


As Tony turned his back, Larry pretended to kill Arthur. When Tony turned round he would scream. It was the only trick that all three of them enjoyed.

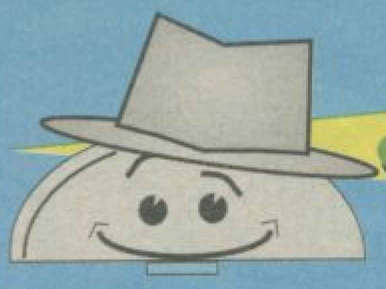
FINAL VERDICT


Despite the drawbacks, *The Sword of the Samurai* is still perfectly adequate in every department and it's a fun game to play.


The Sword of the Samurai isn't the most original game we've seen in the Shed lately and it's not going to be one of the most memorable games you'll ever play.

Four quid can't buy you much these days, so why not spend it on a game that'll keep you happy for a while.

72%



SAM Centre

It's review special day here in SAM Centre! (Yup, anothe

PARALLAX

FRED/£11.99
256K/512K disk

Still waiting for a decent shoot-'em-up to appear on the Coupé? Don't blame you. We've had *Sphera* (giggle) and, erm, that's about it. But wait! Here comes *Parallax* – a twelve-level horizontally-scrolling MODE 4 (ie 16 colour) blaster with multiple attack waves, end-of-level guardians, power-ups and just about everything else the ancient Speccy game *Sidewize* had. Oops... yup, *Parallax* is, in fact,



You're the space scooter on the left. As you can see, the odds are stacked against you. As usual.

a *Sidewize*-alike (except with a dinky spaceship instead of the suited space blokey). It suffers from exactly the same problems as that venerable game – it's ridiculously difficult, being more a test of memory than anything else (you have to know the safe spots on-screen for each of the attack waves); you only get a power-up when you destroy an entire wave; and you lose all your power-ups when you die. The game also throws in some new hassles of its own. Okay, a multiload is nothing new, but this one's so slow you get an embarrassed loading counter. And when you finally battle through to a guardian and defeat it, there's no big rewarding explosion, just a bit of screen flash. And the parallax scrolling of the title is a mite disconcerting – whenever you change direction, it does too. Makes a fellow quite queasy. (Ulp.)



Reflex tester

Right, let's move onto the good points. I loved *Sidewize* to death (I still think it's one of the Speccy's best ever shoot-'em-ups) and I had a fairly good time playing *Parallax*. It's a tough test of the old reflexes, and there's a clever option at the beginning whereby you choose the power-ups you're going to collect in the



End-of-level guardian number two. A pushover. (They don't even start firing back until level five-ish.)

game. The graphics are small but neat, bursting with colour and very smooth, and the music is repetitively passable: a fine backdrop to an instantly playable but un-addictive game. The trouble is, with all its bells and whistles, *Parallax* has neither the style nor the variety of *Sidewize* – the waves get very samey and there are far too many of 'em before you reach a guardian. Before ever so long, you're reaching for dear Mr Reset Button and giving him a firm press. In the short term, it's fun. In the long term, you'll still be waiting for a decent shoot-'em-up to appear on the Coupé.

58%

Support Our SAM Upgrade!

Now here's something to think about. What would you say to a Coupé with a new ASIC chip giving (deep breath) a new internal 24mhz Z80 processor (which can switch between itself and the original chip to access external devices, and effectively makes the SAM twice as fast), blitter functions, an improved copper giving 4096 colours on-screen, eight hardware sprites that can be as big as the screen and hardware scrolling. And! A bit o' circuitry to turn the extra sound channel (you know, the one that emulates the Speccy chip) into a full-fledged sound sampling channel. Wowee, eh? Sounds brill (although most of it is incomprehensibly techy), and all you have to do is slot it into the SAM in place of the old 'un. Well, Bruce Gordon (the SAM designer) is contemplating just such a chip.

The only problem is, he'll need a lot of money to design the chip. A lot. At least £50,000 in fact. But the man has a plan: he's looking for people who would be willing to give him money to finance the chip. The minimum number of people needed is one thousand (each 'investing' £50) – obviously, the more people who are involved, the less each one has to pay.

So Bruce (via your friendly neighbourhood SAM Centre) would like to know how many peeps out there would be prepared, basically, to give him their money and wait for six months while he designs and builds the chip. To register your support for the plan, just fill in the form below and send it to SAM Centre (not to Bruce himself). We'll add them up and pass them on, and let you know the results in a couple of months time. Just to stress though – don't send Bruce any money yet. Wait to see just how much you'd have to pay. (Provided we get the minimum thousand replies, the price will be £50). Exciting stuff, eh? And just to spur you on, Bruce now only needs nine hundred and ninety-nine people to reply. Yeah!

TO:
Support Our SAM Upgrade!, SAM Centre, YS, 30 Monmouth St, Bath BA1 2BW

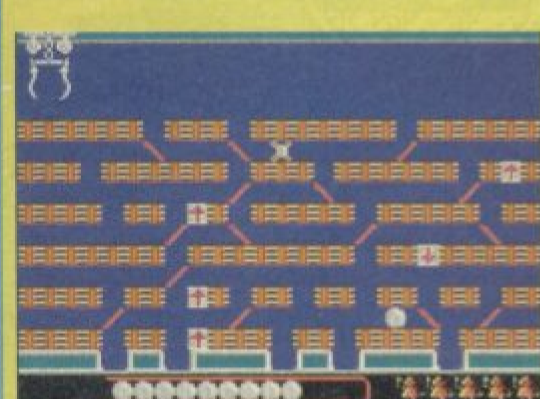
I wish to register my support for the super-ASIC upgrade chip. I'd be prepared to pay at most £50 for one of these babies! (And wait six months for Bruce to build 'em.)

FROM:
Name...
Address...
....
....
Postcode...

DROP OUT

Supplement Software/£4.50
256K/512K disk

Bend over backwards and touch your toes! The Supple Boys strike again with (surprise) a game naughtily simliar to an incredibly old Speccy game. This 'un's *Gatecrash* from Quicksilva – a game so ancient that nine out of ten people just haven't heard of it. (If you



Hurrah! Your little metal ball's just about to roll gratefully into one of the holes. (Clever old you.)

have, award yourself a couple of brownie points.) It's a thirty-level plan-ahead puzzle game where you move a switch-peppered maze up and down the screen until you think you can see a safe route through to the

? You're in the extremely leafy confines of Sherwood Forest. Before you have a chance to appreciate the splendid scenery or discover an entirely new species of tree, Robin Hood jumps out from behind a bush brandishing a dangerous-looking quarterstaff. He attacks. If Linda is with you, turn to page 11. Otherwise you'll have to fight. Robin has a SCARF of 15 and a JELLY of 15. If you beat him, turn to page 29.

entre

er no news month.) Let's join Jon Pillar at the joystick...

POST BOX

FRED Publishing 40 Roundyhill, Monifieth, Dundee DD5 4RZ

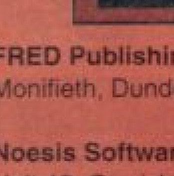
Noesis Software SAM Technology, Unit 12, Oxwich Court, Fendrod Business Park, Valley Way, Swansea SA6 8QP. ☎ 0792 797770

SAM Supplement J Tonks, 37 Parker St, Bloxwich, Walsall WS3 9LE

FORMAT Publications 34 Bourton Rd, Gloucester GL4 0LE. ☎ 0452 412572 (something may have happened with West Coast by now...)

SAM Centre Your Sinclair, 30 Monmouth St, Bath BA1 2BW. ☎ 0225 442244 (some people!)

bottom for your metal marbles, then let one of 'em go. Once a marble passes through a switch, the switch will send the next marble in the opposite direction. Various obstacles lie smugly in your path, and if you get really stuck you can sacrifice a marble for the greater good and cause an earthquake, which randomly resets the switches. And that, as Edmund Spenser (sixteenth century poet and secretary to the Lord Deputy in Ireland whose epic poem *The Faerie Queene* was left unfinished due to his tragic death in 1599) says, is that.



That's as maybe young Master Simpkins, but is it any good?

To put it in three words with a mouse impression at the end, no it isn't squeak. As you plan your route ahead of time, and there's no time limit, you just sit there squinting at the TV and sliding the maze up and down, tracing the path of the marble on the dusty screen. Admittedly there's some mild excitement when your marble goes wildly astray in the middle of the maze, but apart from that it's quite staggeringly boring. Pretty obvious why nobody remembers *Gatecrash*, eh?

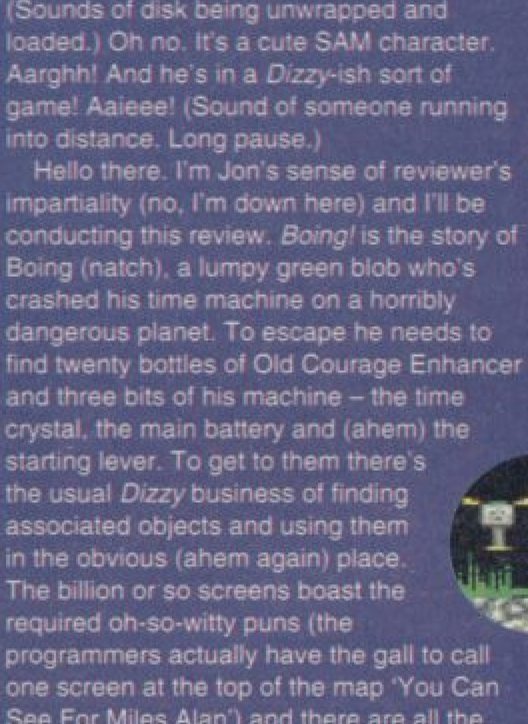
25%

BOING!

Noesis Software/£9.99
256K/512K disk

Great! The first game from Bruce Gordon's SAM Technology software arm, Noesis! (Sounds of disk being unwrapped and loaded.) Oh no. It's a cute SAM character. Aarghh! And he's in a *Dizzy*-ish sort of game! Aaieee! (Sound of someone running into distance. Long pause.)

Hello there. I'm Jon's sense of reviewer's impartiality (no, I'm down here) and I'll be conducting this review. *Boing!* is the story of Boing (natch), a lumpy green blob who's crashed his time machine on a horribly dangerous planet. To escape he needs to find twenty bottles of Old Courage Enhancer and three bits of his machine – the time crystal, the main battery and (ahem) the starting lever. To get to them there's the usual *Dizzy* business of finding associated objects and using them in the obvious (ahem again) place. The billion or so screens boast the required oh-so-witty puns (the programmers actually have the gall to call one screen at the top of the map 'You Can See For Miles Alan') and there are all the little tricks and secret rooms associated with the well-established and (strainnnn) well-loved *Dizzy* genre. (Phew, that was close.)



Puts me in the mood for a song. Oh, tie a yellow ribbon round... (Sounds of heavy blows.)

It's a hard life when you're a sentient slime mould with a very big nose

Boing! is a funny old mix of the rather spanky and the downright horrid. On the downright horrid side there's the fact that instead of lives you've got an energy bar which takes the edge off bumping into the nasties and encourages mad acts of recklessness. Sneakily, it's still possible to die outright by falling too far or tumbling onto some spikes, which seems a bit harsh on the clog-footed amongst us. Also, the graphics



Right at the start of the game, and Boing has already stopped for a breather. What a wimp.

are a bit of a mixed bag – the backgrounds and some of the sprites are really fun and characterful, while others (like the gnashing teeth) are just plain badly-drawn. (And Boing himself is about as interesting as you can reasonably expect any sentient slime mould with a very big nose to be.)



Leafing over to the rather spanky paragraph (ah, we're here already) we've got the exact collision detection, the not-terribly-hard-but-warmly-rewarding-when-you-crack-'em puzzles, and the timing-sometimes-approaching-*Manic Miner*-levels-of- deviousness jumps you have to do in order to beat the nasties. I mean, on the Voltaire Hyphenated Sentence Scale alone, it's got to be worth *beaucoup points*.

Teapot time

But before I go into the kitchen, I'll give the traditional final analysis. *Boing!* is a very enjoyable, frightfully professional and excitingly commercial platform game. The most annoying thing about it is the one-life energy system, but it's endurable. I don't think Boing is going to become the Coupé mascot, but he's got a game he can hang above his mantelpiece and talk about over dinner with swell-chested pride.

75%

Several new disk mags propping up my desk and still no news on the West Coast rescue plan. Just another month at SAM Centre. Send all your SAM stuff and supportive coupons to me at the usual address and I'll bounce back very soon.

? You grab the guitar. It's inscribed with the number 162. Hastening back to the YS Shed, you return to the Future back garden. Turn to page 4.

AD INDEX

Letters

WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners receive three free games! All letters win a YS badge!



For all of you Spec-chums out there waiting for letters badges – I apologise. We ran out of the old metal badges and so we designed a new one. It's pretty much the same as the old one, except it's got the legend "It's groovesome" engraved underneath the bit that says Your Sinclair. It's made of the same funky red metal and all you letter writers should have received one in the post months ago. The thing is, we haven't got them back from the factory yet. As soon as they reach the Shed, those pesky badges will be mailed out to all and sundry. (Well, all and sundry who have had letters printed in the last few issues.)

A STAR WRITES

I am Jean Luc Picard of the USS Enterprise and I request your help. We have been scanning the shops looking for *Star Trek*, and we cannot find it. Can you please help? We await your reply. Hailing frequencies closed sir.

JLP
Stockton, Cleveland

I bet you're not really Jean Luc Picard. People are always lying to me, unfortunately I nearly always believe them.

In fact, Stuart Campbell and Andy O have taken to writing the words 'gag alert' on a board and holding it up whenever they tell me a joke.

Anyway, I'm perfectly willing to believe you're Jean Luc and to tell you that, for all we know, the programming team could still be working on Star Trek. Apparantly loads of money and manhours were expended on it, and then it was abandoned. Or was it? Maybe that's just what we're meant to think. Maybe the powers that be don't want us playing Star Trek. Have you ever thought of that? **Ed.**

HOWZAT!

I just completed *Logo*. Howzat for a granny in her second childhood (even if there are bats in her belfry) with a mental age of – 8? It was brill, I couldn't leave it alone, and as I only scored 8454 I shall keep trying. I bought my Speccy secondhand (why should you young 'uns have all the fun?) and it came with games. The April 91 cassette included *Bumpy* which I found addictive. Could you tell me if it's possible to complete Level 99. I just can't fathom it out.

Is the music of *Logo* from Dr Zhivago? I phoned my daughter and got the 'old man' to whistle it (cos I can't even ha ha in tune!) and she wasn't sure either. It's driving everyone potty. Well, half potty cos we were halfway there to start with!

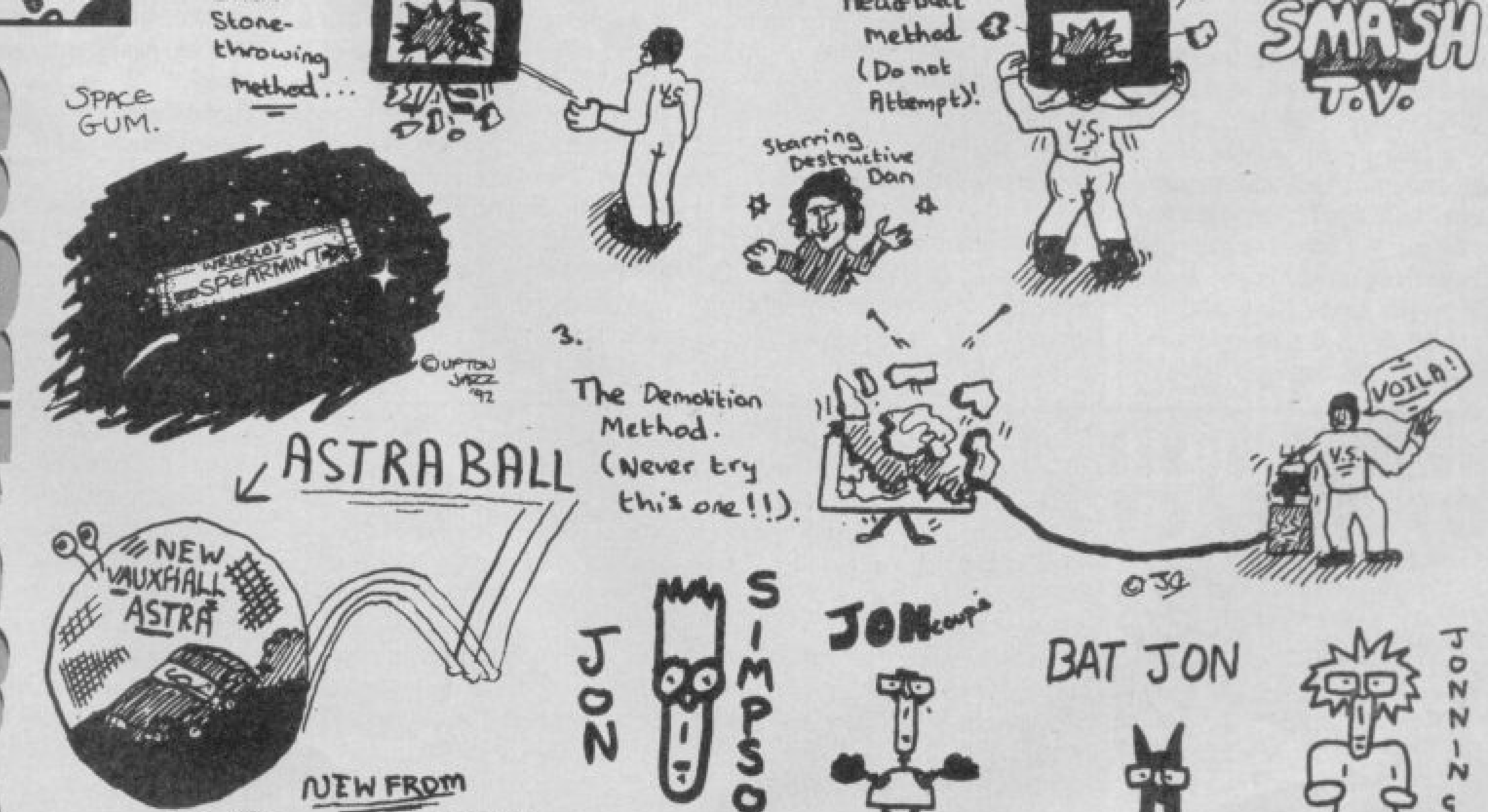
Dot Nelson
Gosforth, Newcastle-on-Tyne

Sorry, I can't find the level codes for Bumpy anywhere. I'm sure they were in the Tipshop at some point, but I couldn't find them. From what we can work out here in the Shed, the music that accompanies Logo is from The Godfather.

DOODLEBUGS



This month's bugs come from John Gamble (*Smash TV* and *Astraball* flowed forth from his pen), Upton Jazz (I couldn't resist *Space Gum*) and the new face of Christopher Bailey. Christopher drew the loving tributes to Jon Pillar. To win a couple of free games, simply send your artistic vices to Doodlebugs, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW.



† Jon suddenly grips your shoulder in an urgent and not entirely painless manner. 'Hang on!' he whispers dramatically. 'I'm sure I know this place.' Two of the men turn in your general direction, but by virtue of stuffing your hat into Jon's mouth, you avoid discovery. As the poker game resumes, Jon looks as if he's going to speak again. Do you want to wait and see what he'll say (page 32), run over to hide behind a precarious-looking pile of barrels (page 8) or approach the men (page 25)?

† It is a wet, cold day. You have materialised just inside a garage on 139 North Clark Street. It's an ill-lit garage, but you can make out a group of shifty men playing poker in one corner. They look rather nervous. If you want to go up to the men and offer around a few jelly babies to break the ice, turn to page 25. If you'd rather run over to hide behind a precarious-looking pile of barrels and see what happens, turn to page 8. Otherwise, if Jon is with you, turn to page 19.



STAR LETTER

YOUR SINCLAIR – "A WASTE OF MONEY WRITTEN BY PEOPLE WHO CAN'T STRING TWO WORDS TOGETHER WITOUT SWEARING"

I have a bit of a problem. You see, my mum and dad think that computer games are a waste of money and have banned me from buying any more games. I have had my Speccy for five years now and have used my +3 mostly for playing games. What's more is that he has stopped me from buying mags, calling them 'A waste of money written by people who can't string two words together without swearing.' Please help me tell him that computer magazines, especially YS, are not a waste of money and he should let me buy YS and computer games again.

There's not really any point in having a computer or a console without buying a few games once in a while.

Simon Fraser
Liverpool

If your father can find one swear word in this mag then he's got a point. And before I go on – heck, darn, damn and blimmin' are not swear words as they are neither rude nor offensive.

Most computer magazines that I know of, and there's about 16 at Future Publishing, have strict guidelines regarding bad language. We've got a list of words that are completely banned, if they get into a mag then heads roll. Personally, I think I'd find it extremely difficult to string two words together and get a swear word in there too.

If your parents think that mags and games are a waste of money, what do they think isn't a waste of money? I presume that sweets and the cinema are, as are any other kind of toys. Try to help your parents put things into perspective. When you're at home playing on your computer, they know where you are and that you're safe.

You're not doing anything bad like vandalising bus shelters or playing near railway lines, you're not buying naughty mags or wishing you had a gun. You are in fact behaving very well and your parents should be extremely thankful for that. **Ed.**

I don't know why I'm telling you all this sensible kinda stuff, you're obviously completely out of your tree. You'll probably think my words of wisdom are a recipe for chocolate marshmallow malt float. Or something. Ed.

STURDY AND SENSIBLE

Hello. Um. Oh yes. Firstly, your mag is brill! Even if the price went up to ten quid I'd buy it. (Maybe.) It's still excellent value for money, no matter what price. It's funny, it's interesting and it's good.

Secondly, I would like to reply to Ken Guest's letter. Right, first Ken says that the standard of the magazine has dropped. Now I have read quite a lot of the old mags and all I can see is improvement after improvement. True – that's a matter of opinion, true – YS has lost a few pages, true – it seems to have gone through more editors in one year than a, erm, thingy. But it has improved! All my friends agree with me, all the ones that read it that is. If you're so unhappy about the mag then why don't you just bog off. I don't wish to get annoyed, but that sort of thing always annoys me. Ahem. I shudder to think what rubbish we'd be reading if you, Ken, were the Editor.

Thirdly, I agree with Crikey Bike (Crikey Bike?). Personally, I prefer Rich Pelley's view on games but I don't think that Stu is a bad writer just because his opinion differs. He's still a very good, and very funny, reviewer. One man's paradise is another man's hell, sort of thing.

Fourthly, here's a suggestion – why don't you put *Rebelstar* on the tape? If it's better than the sequel then my family won't see me for another 12 years.

Oliver Menham
Hitchin, Hertfordshire

I haven't got room to discuss your whole letter, but I can tell you about Rebelstar. *Y'see, we thought that spanky game would look pretty good on our cover cassette too. We phoned up Firebird, only to find that the company are now owned by Microprose. According to them Rebelstar is so old that it doesn't come under their agreement with Firebird so they can't sell it to us. It seems that a lot of companies really aren't interested in old games. They're just rotting away in cellars and attics when they should be re-released, or at least put on our cover cassette. After all, they are classics. So, if anybody out there owns* Rebelstar, *let us know!* **Ed.**

AMAZING ARCADES

At the moment, I'm using my dad's PC, wearing nothing but a pair of boxer shorts. Enough of that, let's get down to the real story. Right. On Friday 7th August, I was browsing through Pssst! when I noticed the Arcadia in Alexandra Palace. I was well chuffed, since I only live about half a mile from it. Me and my dad went there, but it wasn't there! It had been (scary music) cancelled! So I went home and went to bed. The next day (Sunday) I was bored, so I tried to think of anywhere to go, and my mum suggested The Trocadero in the west end. So we went and when I got there I was amazed at how many arcades there were there. They even had Virtuality machines. Anyway, to cut a long story short, I'd just like to say that the Trocadero is highly recommended.

Nick 'Henry Ramsbottom' Butler
Tottenham, London

Oh dear, I'm sorry the Arcadia was cancelled. Lucky I didn't go really. Still, at least something good came of it. From what you say, I think Jon and I will have to go down to the Troc one day. Is that where all the rock 'n' roll waxworks are and where you put headphones on and walk around listening to various horrendous songs? I'd like to go there. And the Trocadero's got the Guinness Book of Records exhibition as well, hasn't it? Hmmm, I really think we should go. **Ed.**

CUTE!

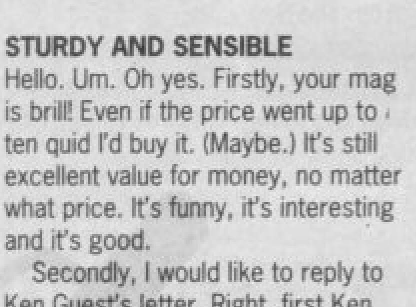
Congratulations on becoming the cutest Ed ever of YS. I would also like to congratulate you on the Mag 7 covertape – *The Famous Five* was excellent. But now onto a serious matter, I would like to criticise Brian Abbo – doesn't he see that by raising the price of the mag, it can get better? I was also shocked to learn that the Americans have bought the rights to Red Dwarf, it won't be the same.

Going back to the covertape, I was wondering if you'll be putting any more PD demos on it. *Signal Part Three* was brilliant. I've got to stop now. Before I go, can I say hi to Mum, Andrea (for the paper), Mitchell, Aimeé and anyone else I know?

David Tuck
Yarm, Cleveland

Cutest Ed, eh? Well, thanks a blimmin' lot! (Ahem.) As to the question of PD demos, the answer's yes. Absolutely definitely, in fact you've probably noticed that there's one on this month's tape. **Ed.**

WONDERFUL WORLD OF SPECCY



AMEN

I am very grateful to write you this letter which I hope it will meet you in good condition of health. I pray that, as you will see my letter blessing will be yours in Jesus name. (Amen.)

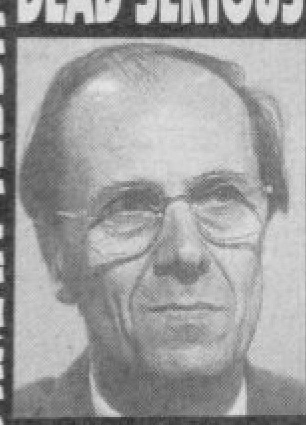
My main purpose of writing you this few lines of letter is that I heard from one of my brothers that you usually offer people a Game and Watch computer. As I see the game computer with my brother, I quickly have interest in it and I told my brother how can I get one. He write your address for me and I decided to write you. And I know you will never disappoint me. I have hope in you that you will let me have one. I will be very happy indeed if my request can be quickly considered. I keep on expecting your special gift. I keep on looking forward and stay unmoveable.

Victor Samuel Ohiosimuan
Sango – Utia, Nigeria

We've got a theory here in the Shed that once upon a time, a very long time ago, somebody from Nigeria once got a Game and Watch as a prize in a competition. The story of that Game and Watch has gone down as part of contemporary Nigerian history, it's a tale that's told around hearths the length and breadth of the country. In fact it's such a popular tale that its fame has even spread to Kenya. It's folklore and it's a myth and it's the reason why we get loads of letters like this.

I haven't got any Game Watches, Victor Samuel, but I'll send you an ish. **Ed.**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



A BIT SAD

Sorry, but I'm afraid this letter's going to be a bit of a moan. Although the editorial is as good as it ever was, isn't the new look just a bit sad? Let me show you what I mean. (Flick, flick, flick.) Hmmm. Readers Top Ten, Charts and Jugglers all on the same page. But what's this written at the top? 'Hey Ho Let's Go!' ??? (Sound of being copiously and violently sick.) Why?? (Flick.) Hmm. *Sleepwalker*. Nice review by Jon Pillar, but what's happened to the background? It looks like it was meant for three year olds. And another thing – these new ratings system. I mean, listing the good and the bad points is fair enough, but it's not informative enough. Bring back the fax box!

Now that I've got that off my chest, remember Marcus Berkmann? He writes a TV column for the Daily Mail now.

Mark Sturdy
North Deighton, West Yorkshire

I'm always dead pleased to hear what you lot think of the mag and all the above points are fair enough. The things you, Mark, object to though are absolutely tiny. You don't have anything against what's on the page, you just don't like the title. Well, point taken and everything but we love the title. It's from a Ramones song and it's an ace way to kick off the reviews section. As for the background to Sleepwalker*, Andy O thought he should experiment with white. It's a very underused colour in YS. We were all pretty chuffed with that spread actually. Any comments on YS are gratefully received at the usual address. Tell us what you think and we'll know how to please you in the future.* **Ed.**

DEAD SERIOUS

I just want to complain about those people filling Norman Tebbit's Dead Serious Corner with tacky comments about the price of YS. Some of us happen to like reading about serious stuff in the serious corner and not stuff like "Oh, what a personal disaster. I can't buy YS cos I only get £0.00000001 pocket money a year!" If they only get £5 or less a month, why don't they ask their parents for a subscription for a Christmas or birthday present? I can understand if their parents are unemployed or something, in which case I take back what I said earlier. I can still afford YS, but if the price goes up anymore I will definitely consider subscribing.

Marcus Dyer
Cleveland, Avon

Some parents aren't quite as understanding as yours, Marcus. Take this month's Star Letter for example, I'm sure Simon's parents would take a heck of a lot of persuading before they agreed to get him a subscription for his birthday. It is the easiest, and cheapest, way to get hold of a copy of YS but it's also a lot of money to pay out in one go. **Ed.**

RUSSIA'S GREATEST LOVE MACHINE

I am very worried. Less than five minutes ago I received a message from beyond the grave. It was from a man calling himself Ra-Ra-Rasputin and he said that if I didn't buy YS every month I would be strapped to a chair and made to watch Eldorado for eternity.

W H Smith seems to be the best for supplying me with YS, but even they miss out on two or three issues a year and I can't afford a subscription. If I get back issues, by the time I get them all the brill compos and offers have gone out of date. Please send some copies of YS to my area, or I may have to watch Eldorado. Aaarrrgghh!

Marcus Durham
Farnham, Surrey

Oh no, not Ra-Ra-Rasputin – Russia's greatest love machine? I've told him before, he's always doing this kind of thing. I've talked to our circulation director and she said she'll try and sort the problem out. If that Ra-Ra makes one more false move, I'm going to have to do something pretty drastic like, erm... erm, make him watch Eldorado. (Isn't it appalling?) **Ed.**

SMALL PRINT



Stand on one leg and recite the works of Shakespeare in Japanese whilst beating hell out of the chocolate with a rolling pin.
Rachel Higginbottom and Rebecca Bourne, Bradley, Stoke-on-Trent
I'd rather sit down in a comfy chair with a copy of Hamlet (in English) and eat the chocolate. Can I? **Ed.**

Now either the grass is growing or I've turned into an elf overnight.
Dan (Befuddled) Gavrovski, Deanshanger, Milton Keynes
Don't worry, that'll be the sky expanding. **Ed.**

How's the missus then?
Mad Loon, Irthlingborough, Northants
Oh, bearing up. **Ed.**

Jon writes very funny screenshot captions and no doubt works very hard to think of them.
Zany Plane, Copsewood, Coventry
Zany Plane, my eye! I'd know your handwriting anywhere Mrs Pillar. **Ed.**

An angry gipsy did something that shrunk him down to a midget.
Dan Druff, Accrington, Lancashire
I wonder if that's the same idiot who picked on me. **Ed.**

TRAINSPOTTERS



COME OFF IT!

I've got you twice now! In ish 81 on page 40 in the *Hands of Stone* final approach the release date said, "If a year was compressed into 12 hours, this would appear at about nine o'clock." You said that was autumn, but it's winter. Autumn is six o'clock. Also, on the contents page – the letters page number isn't there. By the way, what's happened to Kindly Leave The Stage?

Ricardo de Brailsfordo
Accrington, Lancashire

Come off it! If you take a clock to represent a year then each month is an hour. If we start at 12 o'clock, cos that's the sensible way to do it, and take that as January then nine o'clock is October cos 11 o'clock is December and that's winter. You're right about the letters page though, so there's a Trainspotter Award in the post. If you lot send in some good jokes then Kindly Leave the Stage will return. **Ed.**

MATHS PROBLEM

This is the second time I've tried for a Trainspotter and this time I'm gonna make sure of it with three observations. The first mistake is at the bottom of page nine, issue 81. There is a game of Hangman and the first I is in place, but the second one isn't. The second error is on the same page. The Arcadia feature says that a show will be running from the 8th to the 10th of August, but at the bottom of the column it says that the show will run for four days. Just to make sure, in Tipshop you said that there are five levels in *Myth* when there are only four. If that doesn't get me a Trainspotter, nothing will.

Gazza
Finedon, Northants

Okay clever clogs, there was only one I in place cos the second one hadn't been written in yet. Y'see, that game of hangman was a snapshot in time. Your second point is accepted, I have a massive problem with maths, I get very confused when faced with a bunch (or even two) numbers. As for Myth, how do you know there's not a massively secret level that only I know about? **Ed.**

TWICE BITTEN

As I was reading my YS (issue 81) I noticed two mistakes.

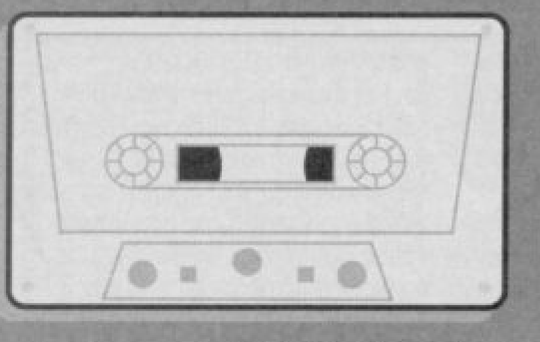
1. It said on the contents page that the *Hideous* review was on page 12. Turneth ye to page 12 and findeth ye no *Hideous* review, but a *Sleepwalker* review.
2. Looketh ye to the bit about *Block Dizzy* and it doth read "... which is really nice o fthem." Is o fthem a new word?

Anthony Byrtus
Royston, Hertfordshire

Okay, okay I know when I'm beaten. I'm not going to stand here and make up loads of nonsense about candlewick bedspreads and deadlines, instead I'll just award you a Trainspotter. **Ed.**

Soya Pico's gone off on her hols. Don't worry, she'll be back next month!

? You revert to the time-honoured eeny-meeny-miny-mo method, and manage to pick completely the wrong Dave. You have just handed the Key to Time to a Consoul Warrior and doomed the universe to an eternity of useless machines. Oh, well done. (Nitwit.)



THE MAGNIFICENT 7

Continued

SOUNDTRACKER

(128K only)
BZYK of Pentagram

PD UTILITY

Soundtracker is a 128K only music composer that allows you to write three-channel songs incorporating both samples and chip sounds, then (via *ST Compiler*, which we'll publish next month) play the music in interrupts. (Don't worry – you can play the songs from BASIC as well.) You can save and load your songs on tape, and the program is also compatible with the +D/DISCiPLE disk interface. Good, eh?

A *ST* song is composed of **notes** (made up of **numbers**), **patterns** (a bit like bars in real music) and **positions** (ie, where the patterns come in the song) . Numbers range from zero to sixteen and are expressed in hexadecimal format (ie, after nine, you use A for ten, B for eleven and so on up to F for sixteen.) You can put a pattern in as many positions as you like, and also specify how many times that pattern will be played before moving onto the next one. Individual notes can be either **samples** or **ornaments** (the pure notes you get with the PLAY command) and you can use **sound envelopes** for particularly snazzy effects. (Basically, envelopes change the original sound over a period of time – for example, a convex-ish envelope would make the sound start quiet, build to loud, then die away again. It's all in your manual, y'know.) All in all, there's a lot to keep track of. Sadly, the pressures of time and space (and mightily obscure Anglo-Polish explanations) mean we can only show you the basics of using *Soundtracker*. After that, your best bet is to take the advice of self-taught-and-proud-of-it *ST* musician Steve Anderson – put aside a Sunday afternoon, make yourself a really nice hot cup of tea, open a packet of chocolate Hob-Nobs and sit down to grapple with the finer points of the program. Sorry, but that's the way it is.



Main menu
This is the main *ST* work screen. It's split into three parts – the option menu, the music window and the analyser. You move the pointer around the menu using keys Q (up), CAPS (down), O (left) and P (right), using SPACE to select an option.
Position – these are the blank bars where you put your patterns. There can be up to 256 positions in a song ○ **Pattern** – the actual bars of music. There are 31 patterns to play with, each holding up to 64 notes ○ **Height** – you can change the height of a pattern in half-tones (1 to 127=increment, 128-255=decrement, 0=no change). For example, a height of 0001 will play the pattern one half-tone up, while a height of 0255 will play the pattern one half-tone down ○ **Length** – the number of positions in the whole song ○ Sample/Repeat/Replen – See Edit menu ○ **Pattern** – play pattern currently being edited ○ **Play** – play song from current position ○ **Stop** – stops music if it's playing, exits to work mode if editing ○ **Edit** – see Edit menu ○ **Oct** – Current octave ○ **Quit** – displays four juggling spaniels running at fifty frames a second (not really ○ **P: number** – number of pattern being edited (adjust with the two arrows) ○ **A, B, C** – turn channels on/off ○ **Orn Edit** – see Edit menu ○ **Samp Ed** – see Edit menu ○ **Mode:** tells you which mode you're in (natch) – Work or Edit ○ **Other** – see Other menu

Editing sample length
A sample lasts about three-quarters of a second. If you need a longer sound, use options Sample, Length and Replen to do just that. Basically, fiddling with these settings will loop the sample (ie put two back-to-back) to create a longer sound. Neat, eh?

Edit menu
When you click on the Edit option, you can change the actual notes in a pattern. This bit is the trickiest of the lot, so go off and have a lettuce sandwich to refresh those synaptic lobes. Back already? Right-o. The notes you can edit are highlighted in the middle of the music window, and an underscore cursor shows which line you're working on. To move the cursor around, use CAPS+5 (left), CAPS+8 (right), CAPS+6 or L (next note) and CAPS+7 or I for the previous note. As if by magic, here's a sample line...

C#1 4F02

The first letter is the note, expressed in standard musical notation (in this case it's C sharp). The number next to it is the current octave. To change this use SYMBOL SHIFT+1 to 8. To actually play the notes, you use the bottom two rows of the keyboard as a sort of rubbery piano. (See the quick reference box for the relevant keys.) The next four numbers define the quality of the note. The first number is the sample played for the note; the second is the command number and the last two are the command parameters. The commands available are...
7 to E – turn on a standard 128 sound envelope (look in your manuals!). The parameter (00 to FF) controls the speed of the envelope ○ **F** – turn on an ornament. Parameter 01-0F is the number of the ornament; a parameter of 00 means the same as... ○ **1** – set off ornament of AY (no parameter) when envelope. Look, that's exactly what it says here. I think it means the ornament will be switched off when the envelope is finished with. Possibly. (Ahem.) So, the sample line means: play sample four at pitch C#1, and turn on ornament 02. See? Fairly easy(ish). ○ **Editing a sample/ornament** – Erm, this bit completely defeated me. You can obviously change the sound by altering the patterns on-screen, but beyond that it's a total mystery. The ornament editor even more so – the rows of numbers define how the sound fluctuates over a period of time, but again, beyond that it's a mystery. Sorry about that. Again. (Wish I'd taken those evening classes in Polish.)

Other menu
Load/Save sample – pretty obvious, really ○ **Clear Sample** – not too taxing, is it? ○ **Clear Pattern** – erase one or all of the patterns ○ **Change Patterns Length** – a pattern can be up to 64 notes long (minimum ten notes) ○ **Play Song** – well, take a guess ○ **Load/Save/Clear Ornament** – yup, another really easy one ○ **Delay Change** – the pause between notes (01 to 0F) ○ **Device** – disk or tape. Watch out! It loads in disk mode, so change it immediately (unless you've got a +D, of course) ○ **Transposition** – move blocks of the song up or down a number of semitones ○ **Load/Save/Clear Song** – even I got these ones ○ **Move Text** – copy blocks of the song. All over the place if you so wish ○ **Return** – another option that doesn't display four juggling spaniels running at fifty frames a second, ho ho

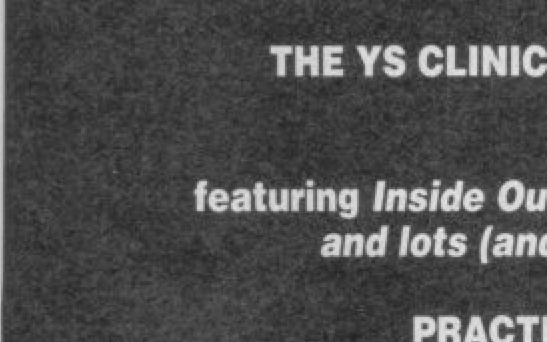
QUICK REFERENCE!
*To move the pointer – Q, CAPS, O, P, SPACE to select
*To move the underscore cursor (Edit option) – CAPS+7, CAPS+6, CAPS+5, CAPS+8
*The format for each note is (note)(octave)/(sample number)(command number)(command parameter)(command parameter)
*To play a note – Z (C), S (C#), X (D), D (D#), C (E), V (F), G (F#), B (G), H (G#), N (A), J (A#), M (B) or R for a rest. ENTER for a longer note or a longer rest.
*To change the octave – SYMBOL SHIFT+1 to 8

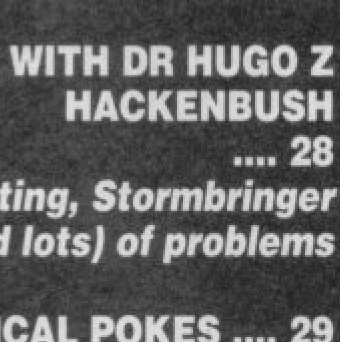
? The peasants stagger off, thoroughly baffled by your equations. The bishop scrambles to his feet. 'No need for thanks' you smile disarmingly, which is just as well, for the bishop leaps onto his mule and gallops away without a backward glance. You walk on into the forest. Turn to page 16.

YS hints'n'tips TIPSHOP

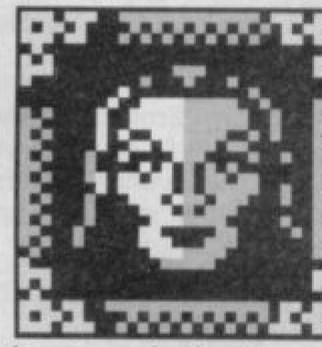


Are you ready for this? Are you sure? Oh, okay. Ladeez and gennelmen, Your Sinclair is proud to present this month's fabulous Tipshop. Hurrah! Next month's Tipshop is a Dizzy special with masses of maps, piles of POKEs and tangerines full of tips. (Ahem!) Order your copy now!





THE ADDAMS FAMILY



Wayne Donaldson's not afraid of creeps and kooks, he's found a way to double his credits...

When the game over sign comes up, hold down all the keys for eight credits instead of four. By the way, does anyone know where the flippers are in *Spellbound Dizzy*?

All your Dizzy queries will be answered next month when the whole of Tipshop will be devoted to our eggy chum.

FAMOUS FIVE

For those of you wondering where on earth the matches are, here's Andrew Dean to put you out of your misery...





Wait until the train stops and leave compartment. Go to cottage, go to spare room, examine bed, get matches and go to room under stairs (N, N of study). Light match, get torch, go to uncle and aunt's room, remove batteries from clock and put batteries in torch. Go to grocer's, buy ices and give ice to George.

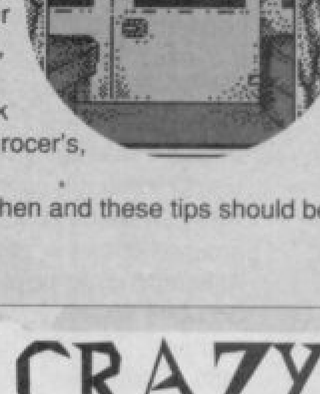
The helpful YS tip about the kitchen and these tips should be able to get you started.

Jolly spiffy, Andrew!

FOOTBALL CRAZY!

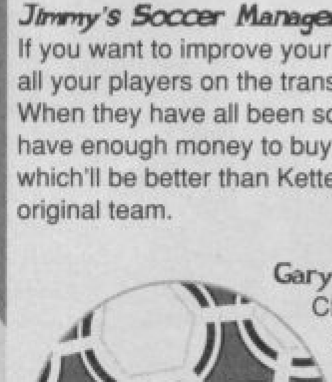
Gareth Evans has got a few helpul hints for his fave footie games of the season. Starting with...

Jimmy's Soccer Manager



If you want to improve your team then put all your players on the transfer market. When they have all been sold, you should have enough money to buy a new team which'll be better than Kettering, your original team.

Gary Lineker's Hot Shot



Choose a team that is in Division One and you should win all your matches.

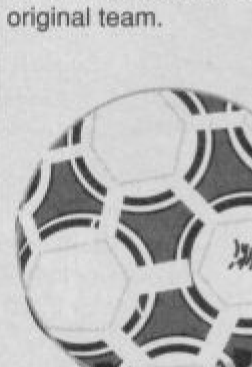
Italy 1990

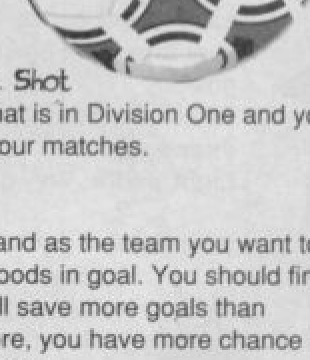
Choose England as the team you want to be and put Woods in goal. You should find that Woods will save more goals than Shilton. Therefore, you have more chance of winning the World Cup.

Truly goalsome, eh Spec-chums?

PUZZNIC

Tiny tiplet time, courtesy of Paul Firth...





Type HELPME on the retry menu for infy retries and press BTR to skip a level.

Just watch those little faces fizzle away!

Tip o' the Month

LASER SQUAD

Phil McCardle, he of psychotic Ernie fame, has taken a break from thinking of storylines involving the destruction of consoles to compile these rather wondrous tips.

Weapons

M4000 Auto Gun: Cheap, but not as accurate as a Marsec.
Marsec Auto Gun: Cheap and powerful. Very accurate on aimed shot but tends to misfire on snap shot.
Sniper Rifle: Very accurate, but takes away too many action points when fired.
Marsec Pistol: Neither accurate nor powerful. Best forgotten.
L50 Las-Gun: Not accurate or powerful enough.
Heavy Laser: Very powerful with high auto fire plus plenty of ammo. Too heavy, so reduces action points.
Rocket Launcher: Devastating effect but too expensive and quite inaccurate. Should not be used in closed areas in case of misfire.
Dagger: Average effect in close combat. Useful if you run out of ammo.
AP50 Grenade: Useful for killing enemy around corners or groups of enemies. Although not as powerful as the AP75, it's accurate when thrown and can be thrown further.
M50 Auto Pistol: Slightly more powerful than its predecessor, but not accurate enough.
L80 Las-Gun: Only average accuracy and not powerful enough.
Pump Shot Gun: Inaccurate but quite powerful. Limited ammo.
MS Auto Cannon: Excellent weapon. Accurate and cheap with auto fire. Use in open places where possible.
MK-1: Best Weapon. Powerful and extremely accurate, even on snap fire. Not very expensive and uses fewer action points.
AP75 Grenade: Very powerful, but can't be thrown that far.
Light Sabre: Very good for close combat.

Enemies



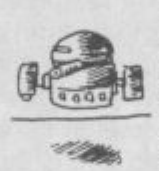
Sterner Regnix: You must eliminate this man on the first level. He carries a Marsec Auto Gun and is very deadly. Shoot him about twice with a Marsec and he should die.



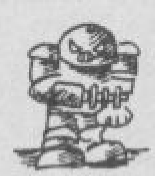
Sentry Droids: These patrol Regnix's house and carry M7000 Blasters. Their accuracy is good but they only need two or three hits to destroy them.



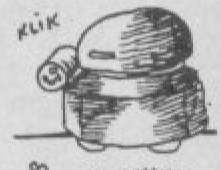
Enemy Soldiers: These appear on Levels Two and Three. If you select the easier levels, they'll only need one or two hits.

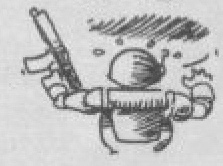


Sentry Droids: These can move around very quickly due to their large number of action points. Their zeekers aren't very powerful, but have loads of shots. Also, they're fairly difficult to hit because of their size. Use an accurate weapon such as a Marsec or a MK-1.



Androids: They carry Terminator guns which are extremely accurate and very deadly. They are also quite tough and need two or three shots from a MK-1.





Battle Droids: These tough hombrés are very dangerous and very hard to destroy. They have the task of destroying the reactors, so make sure your men are in position to defend them. These Droids carry guns similar to the Auto Cannon and can often wipe out two or three men at a time. They can be destroyed with grenades but they are indestructible from the front or the sides when faced with any weapon bar the Auto Cannon. They can be destroyed from behind with two or three shots from your trusty MK-1.



Sectoids: These are found in the secret tunnels and carry Marsec Auto Guns which they put to very good use. However, there are only two of them and their armour isn't very strong on the easier levels so they only take about two shots with a MK-1.



Venomous Splurges: These creatures are found in swamps and are very deadly. They carry lethal venomous spits and are very accurate. This venom can kill a man if they hit him so make sure you take cover in the plants. They can be killed with two or three shots from a MK-1.

THE LEVELS

THE ASSASSINS

Arm the men with Marsec Auto Guns and grenades and give them armour 4. Place the men on the right hand side of the house and, on the first move, move the men up to the door but do not open it. End the turn. On the next turn open the door and there will be two Sentry Droids in the first room. Waste these but leave about two men to watch the upper door cos another Sentry Droid will come in on the next turn. When it's been wasted, send three men through the upper, and two through the lower doors. Move them along the corridors to flush Regnix out. Be careful though, there are two more Droids left somewhere and Regnix is always on opportunity fire. If you trap him in a room, lob in a grenade.

MOONBASE ASSAULT

Position the men at the bottom left hand corridor, enter, and move along the corridor to your left. You will come to some small rooms with analysers and databanks in. Destroy these and go round the corner and waste the soldier at the door (if there is one). Move up and you can destroy the analysers and databanks in this large area with auto shots and grenades, but beware of soldiers attacking – mostly from above and the right.

RESCUE FROM THE MINES

Arm the men with Marsec Auto guns, give explosives to three of them and a couple of grenades to the other two. Place one man at the left hand side to go down, and another on the right hand side. Both these men should have explosives. Then place the other three to go to the cell at the top because this route is more dangerous. When priming an explosive give yourself plenty of time to get clear. Always make sure the prisoner is against the back wall of the cell. Watch out when around the central lifts cos most of the soldiers are here.

THE CYBER HORDES

Give the men armour 4 cos they'll need it. Give them the most powerful weapons you can afford – Marsecs, MK-1s, Auto Cannons etc. Position them so that they're covering all entrances to the area where the reactors are. Don't go to the Droids – wait for them, cos you can ambush them easier. Don't bother about the two reactors at the bottom cos you'll only get wasted by the oncoming Droids. Place one man in the room with the unlocked chest near the bottom right and he can get the blue and purple keys. Use the purple key to lock the doors where the reactors are, and use the blue key to unlock the chest to get the grenades and so on.

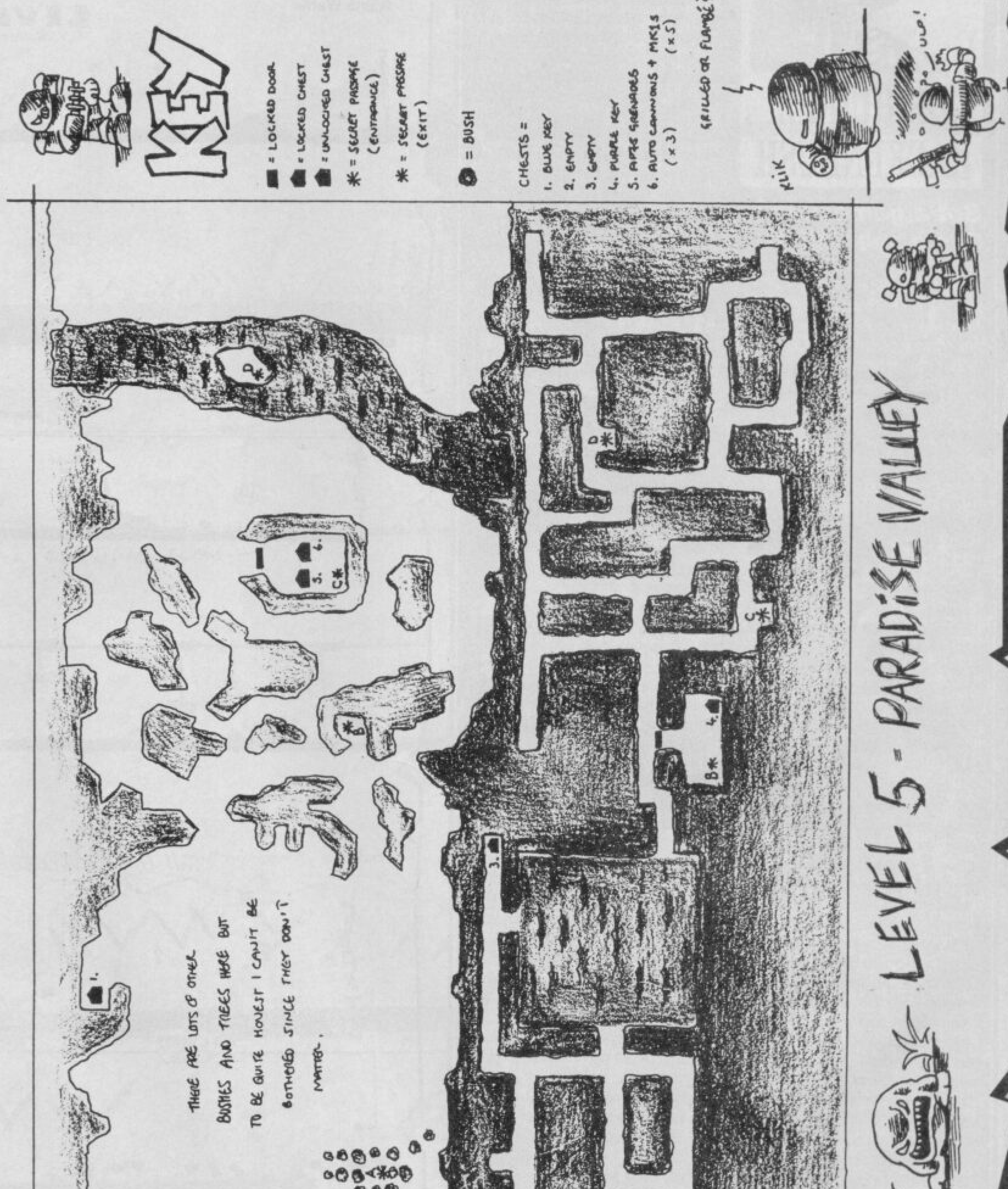
PARADISE VALLEY

Arm only two of the men with MK-1s and give the rest grenades. Place one of the men with a MK-1 at the very top and place the rest at the bottom near the clump of bushes. (See map.) Move the man at the top across to Chest 1 and get the blue key. Move on to the right, blast away the bushes, go to entrance B and you will appear in a locked room. Open the chest, take the purple key and use it to unlock the door. At the same time move all the remaining men into entrance A. You will appear in the tunnels, move on right 'til you're past the large area of water and are about to turn a corner. Move one man with a MK-1 around the corner and leave him on opportunity fire. Kill both Sectoids when they come, go to entrance C.

7 You hand over the Key to a Consoul Warrior who uses it to enslave the universe. Drat. Still, just one of those things, eh? Your adventure is over, and there's nothing to be done but go home and feed the cat. Sadly, as you haven't got a cat, you can't even do that. It's a bit of a disaster all round really.

You will appear in a locked room. Move the other man to entrance C and use him to unlock the chests in the room.

Give the Auto Cannons and MK-1s to the men with no weapons and leave using the blue key. You will now be near the swamps – don't go wading in! Position all the men down the screen, under cover of the foliage so they have a complete view of the swamp. Place the men with Auto Cannons at the top, middle and bottom and place the MK-1s out evenly. Place the man with the security device at the bottom, pick off the three to five Venomous Splurges which are already there and end the turn. At the beginning of every turn there will be a Splurge somewhere – find it and kill it, but don't move from your original position or it'll fire. When it's dead, move the man with the security device across to the right and end the turn. Repeat this 'til he's across. The end. (Amen.)



THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Mr and Mrs Smith, eh? A likely story. Well, you have paid with cash in advance, so I suppose I'll overlook it this time. You can find your own way upstairs. Nurse! Remind me to look through their suitcases when they check out. Oh, hallo again. I'm out of the Clinic once more – I'm helping out an old friend by managing his hotel. Actually, he's not really an old friend, more of an old debtor really. Well, let's see what you've brought with you this time.

INSIDE OUTING

Oh, it's Swann again, with the final part of his guide to finding the gems in this old burglary game. Off you go then. "From the room where you found the seventh jewel, go left and stack up loads of objects on the table with the telephone and push it towards the partition. Now jump over, go down and left to the room with the fireplace, then push a die onto the fire to put it out. Push the fireplace aside and enter the secret room. Avoid the rats and push some objects behind the bookcase until the gem pops out. For jewel number nine, return through the corridor and go up. Push the top off the cooker and stand well back because a bird will fly out. Get the gem from the cooker. Nabbing gem ten involves a long trek back through the corridor and up a few screens to a room with two birds. Pile up lots of objects and stand on them, then push the gem off the bird and make your getaway upstairs to the room with lots of tables. Push them all out of the way, avoiding the rat, and get the eleventh gem from behind the door. Now go through the door and down, fall down and stack loads of objects against the clock. Get the twelfth gem, jump onto the high platform and go out. Finally, go down and drop all the gems by Lady Crutcher's bed. That's it!" And none too soon for my liking.

STORMBRINGER

Now here's something interesting. A few months back, boyish Eddie Sykes was having a few problems with this Magic Knight number. He wrote back to me saying he'd taken advantage of Swann's offer of help in issue 80, but had drawn a blank. The strange thing is, Swann himself then wrote in to say he'd successfully solved Sykes's problem. Here's Swann's tip. "What to do with the dynamite and the torch, eh? Well, the torch serves much the same purpose as the glow shield by allowing you to see in the dark. As for the dynamite, leave well alone. It just explodes as soon as you drop it." Hmmm. Sykes's side of the story is that Swann hasn't actually got as far in the game as Eddie himself, and seeing as how Swann doesn't mention the Melt Granite spell, I'd be inclined to rule in favour of Sykes. But don't go quoting me on that.

AU SECOURS!

Ah, the phone. Hello? You'd like a sandwich? So would I, come to think of it. Now then, where was I? Oh yes. Either games are particularly hard this season or else you're all useless. Every letter I opened this month was a cry for help. It gets depressing, you know. I much prefer receiving tips. Any tips. Any at all. Except those for the *Drizzly* games of course. However, in the interests of fair play, I've decided to run an Au Secours special in the hope of getting rid of this inconvenient backlog. Here we go.

Vicky Donno: "How do you solve the runic inscription on the hourglass in *The Runes of Zendos*?"

Andrew Dean: "Where is Timmy in *The Famous Five*?"

James M Collett: "How do you get the aerosol can in *Rentakill Rita*?"

Lincoln Lee Holland: "In *Play It Again, Sam*, how do you get out of Gloria Guest's apartment without getting arrested?"

The Deakins: "What are the passwords for missions two and three in *Thunderbirds*?"

Robert Billson: "What is the code for phase three of *Rescue From Atlantis*?"

David Hollingberry: "In *Herbert's Dummy Run* how do you open the door with the 10p slot?"

Peter Illegiblesignature: "How do you pass the ferris wheel in *The Simpsons*?"

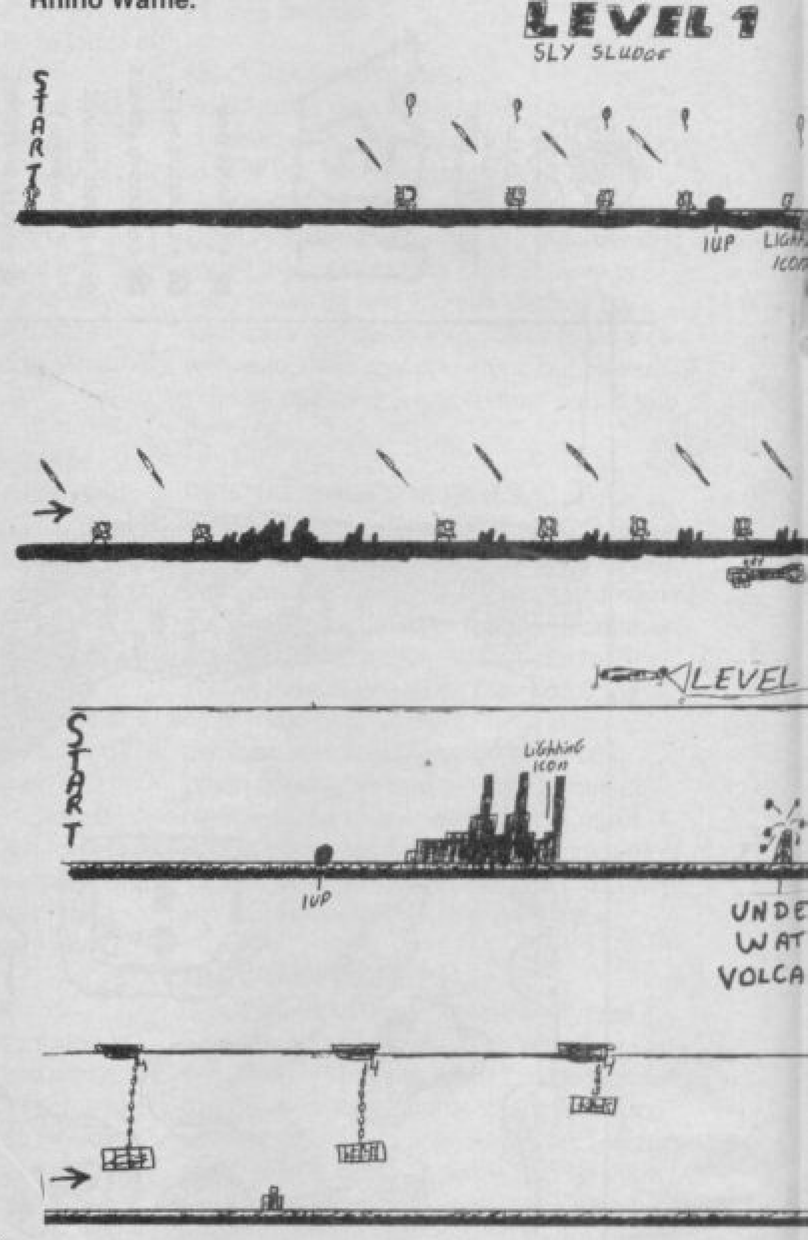
The Lanarkshire Lemon: "What's the final escape code in *Forbidden Planet*? I want to play *Whino Hunt*!"

APPLAUSE PLEASE

Ah, the phones again. Hello? You'd still like a sandwich? I think I'll wait for dinner myself. Goodbye. Well, it seems that about wraps it up for this month – except for the Secret Word Competition. Number three, *pleurococcus*, was guessed correctly by one person, one Richard Swann, who's won. Maybe I'm being too clever. Ah well. Send in all those tips and snags, but mostly tips, to the usual address and I'll see you next time. Now I think I'll ring room service; I suddenly feel rather peckish.

CAPT

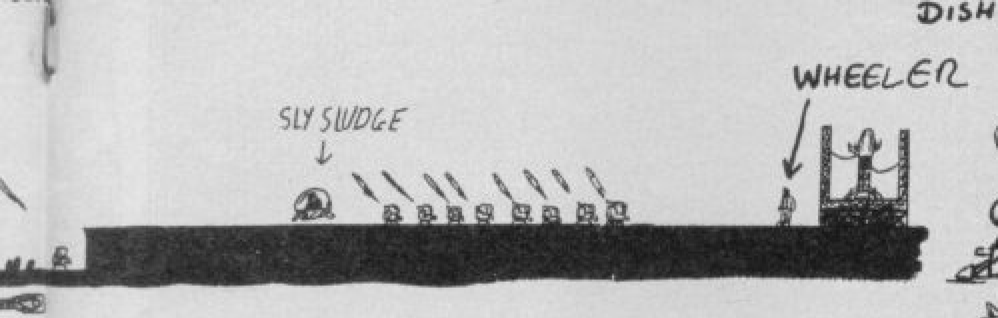
KRW (Kelvin Reduplicates Waterfalls?) has mapped all three levels of this eco-saga. Take it away Kinky Rhino Waffle.



7 There are three peasants biffing the bishop while another one talks about the redistribution of wealth among the people and the fundamental unfairness of the feudal system. Your stealthy approach is ruined by your companion falling over a stick. The peasants look up with interest and heavy cudgels. If you want, you can run on into the forest and leave them to it (page 16). If you decide they need a lesson in manners, you can fight them. Their combined SCARF is 12, their JELLY 13. If you win, turn to page 22.

AIN PLANET





LEVEL ONE KEY


CFC balloons just fly up for 500 points

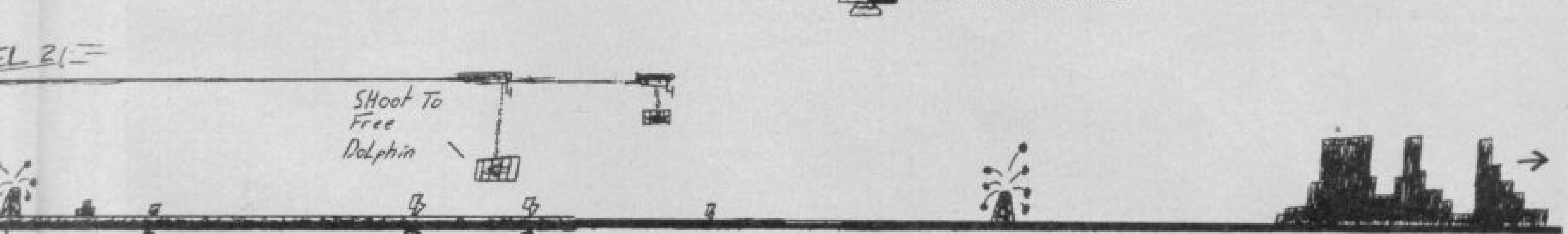

Satellite dish fly into it for 500 points

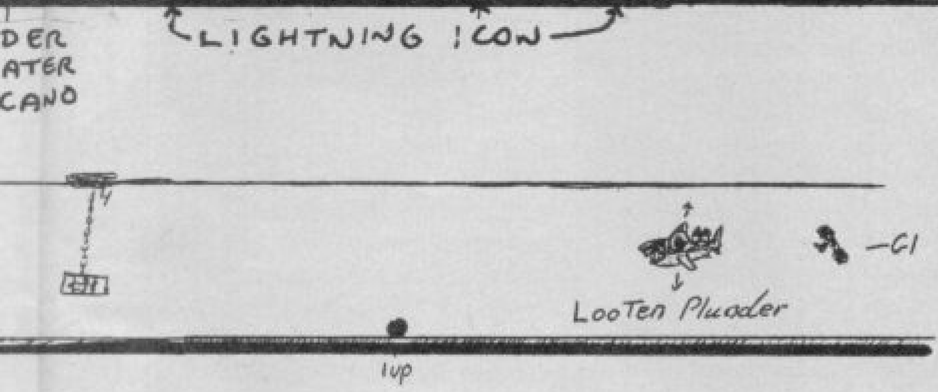

Rockets can't kill 'em


Things fly around hitting you, worth 100 points


Sly Sludge very hard to kill


Lightning smart bomb



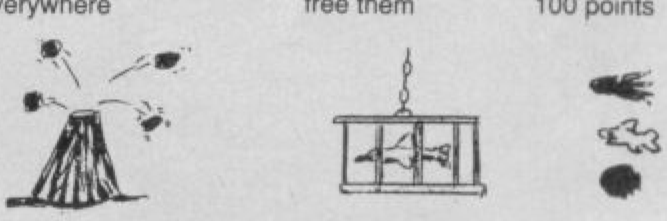


LEVEL TWO KEY

Volcano just throws rocks everywhere

Dolphin shoot to free them

Things shoot for 100 points





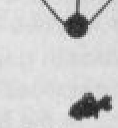


LEVEL THREE KEY

Flames shoot to put out


Fire bomb drop out of the sky, setting the forest on fire


Rocket same as Level One except they shhot out of the sky


Fish jump out of the water at you


Volcano same as Level Two

number two, who claims that Tom Baker was [illegible] (page 24)? Is it the second figure, who maintains that Jon Pertwee, Doctor number three, played a soothsayer in Carry On Cleo (page 37)? Or is it number three, who claims that Arnold Schwarzenegger played the Doctor in the two films (page 21)? Quick! The fate of the universe is at stake.

PRACTICAL POKES



It's taken years, but here at long last is your very own photo of the lush and gorge Jon North. Cut it out and keep it somewhere safe.

This month marks an event in history. Yes it does (oh yes). I've been with this mag now for about six years – and this is the first and only time (unless it gets reprinted next month) you'll get to see what I look like. Earth-shattering or what?

TECHNICIAN TED

Yeah, OK, I know I did this one a few months back, but I've always had a soft-spot for added cheat modes and teleports (like that one I did for *Exolon* aeons ago), so I've stuck it in.

```
10 REM Tech Ted by Rich
20 LET T=0: FOR F=23296 TO 23451
22 READ A: POKE F,A: LET T=T+A: NEXT F
23 IF T<>18119 THEN PRINT "ERROR": STOP
24 LET A$="LIVES": GOSUB 44
25 IF NOT X THEN POKE 23376,0: POKE 23382,0
26 LET A$="TIME": GOSUB 44
27 IF NOT X THEN POKE 23371,0
28 LET A$="IMMORTAL": GOSUB 44
29 IF NOT X THEN POKE 23387,0
30 LET A$="FALL ANY HEIGHT": GOSUB 44
31 IF NOT X THEN POKE 23391,0
32 LET A$="WALK THRU WALLS": GOSUB 44
33 IF NOT X THEN POKE 23395,0
34 LET A$="TASK TIME": GOSUB 44
35 IF NOT X THEN POKE 23400,0
36 LET A$="TELEPORT": GOSUB 44
37 IF NOT X THEN POKE 23405,0: POKE 23411,0
38 PRINT "NOW START TAPE"
40 RANDOMIZE USR 23296
44 LET X=1: INPUT ((A$);"? ");X$
45 IF X$(1)="n" OR X$(1)="N" THEN LET X=0
46 PRINT A$: RETURN
50 DATA 221,33,203,92,17,224,2
60 DATA 62,255,55,205,86,5,48,241
70 DATA 62,195,50,146,95,33,29,91
80 DATA 34,147,95,195,21,95,62,201
90 DATA 50,146,95,33,33,0,34,147
100 DATA 95,62,195,50,195,131
110 DATA 33,55,91,34,196,131,33,107
120 DATA 5,201,62,195,50,90,140
130 DATA 33,72,91,34,91,140,33,189
140 DATA 77,195,67,140
150 DATA 175,50,114,171,62,195,50
160 DATA 178,172,33,5,175,34,179
170 DATA 172,62,10,50,112,186,175
180 DATA 50,186,187,175,50,95,186
190 DATA 62,33,50,174,176,62,195
200 DATA 50,93,175,33,119,91,34,94
210 DATA 175,195,101,170,197,213
220 DATA 1,254,247,237,80,62,190
230 DATA 146,56,17,50,34,164,237
240 DATA 120,254,191,40,250,209
250 DATA 193,49,253,91,195,239,172
260 DATA 209,193,33,91,164,195,96,175
```

All these cheats should be self-explanatory, except the teleport. You can activate that when you're playing the game with various combinations of 1-5 (I would say what does what but it'll take ages. And I can't be bothered).

ANT ATTACK

A true fossil of a hack for ish 81's covertape game. Bung this in and RUN it. It's really that easy. Would I lie to you?

```
10 REM ANT ATTACK BY RICH
20 FOR F=23296 TO 1E9
30 READ A: IF A=999 THEN RANDOMIZE USR 23296
40 POKE F,A: NEXT F
50 DATA 221,33,203,92,17,76,0
60 DATA 62,255,55,205,86,5,48,241
70 DATA 33,24,91,34,17,93,195,0,93
80 DATA 62,201,50,208,141,50,208,143: REM INFY TIME
90 DATA 175,50,214,142: REM YOU ARE IMMORTAL
100 DATA 175,50,220,142: REM PARTNER IS IMMORTAL
110 DATA 175,50,26,141: REM INFY AMMO
120 DATA 195,8,151,999: REM END MARKER
```

URIDIUM

And always one to keep up with tradition, another fossil, from the keyboard of Sutton's own Sue Thornton. This was asked for by someone, but I can't remember whom. Here it is, though, whoever you are.

```
10 REM URIDIUM BY SUE THORNTON
20 CLEAR 5E4: LET T=0
30 FOR F=3E4 TO 30080
40 READ A: POKE F,A
50 LET T=T+(F-29990)*A: NEXT F
60 IF T<>420656 THEN STOP
70 RANDOMIZE USR 3E4
80 DATA 221,33,203,92,17
90 DATA 125,2,62,255,55
100 DATA 205,86,5,48,241
110 DATA 175,50,157,93,205
120 DATA 147,93,62,255,50
130 DATA 61,245,50,41,245
140 DATA 62,191,50,44,245
150 DATA 33,97,117,17,0
160 DATA 255,1,80,0,237
170 DATA 176,195,0,245,33
180 DATA 80,253,17,0,64
190 DATA 1,90,0,237,176
200 DATA 33,25,255,17,88
210 DATA 64,1,10,0,237
220 DATA 176,195,0,64,175
230 DATA 50,76,122,195,153
240 DATA 120
```

I'm about to go see Michael Jackson with Sue, Alan and Laura, so I'd best make tracks. Which means I don't have time to tell you where to send your stuff to (the YS address with my name on the envelope is a pretty safe bet though). Ah well. See you in the scrolly – eventually.

CRAP TIP OF THE MONTH

Paul Bullock thought the *Match of the Day* demo was mega brill. And his tips show you how to become as much like Walsall (the real team) as possible...

1. Select Walsall (of course).
2. Unselect all the team so you have no players playing.
3. Play all the matches so the opposition win about 7-0.
4. At the end of the season you will be the worst team in the league. Just like Walsall.

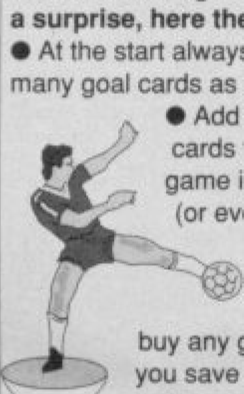
Hmm, very helpful that, Paul. Cheers!

FOOTBALLER OF THE YEAR 2

James fan, Andrew Gillon has compiled a list of hints for his fave footie game. And, what a surprise, here they are...







- At the start always buy as many goal cards as possible.
- Add two goal cards to your first game in order to win (or even draw).
- If you are low on money don't buy any goalcards so you save money for next season. Just concentrate on cup games and internationals.
- Always try to qualify to play international as this is where you get the big money.
- Add only one goal card to inter games. You can add more if you've got money and cards to burn, but if you add two and miss one you will most definitely lose.
- Add two or three cards in games when the opposition is above you in the table. Add only one when they are below you. If goal cards are scarce don't add any to games where the opposition is 10 or more points below you. Make sure you're riding high in the moral stakes.
- If you like the last goal card you chose and found it easy then to get it again in the next game just choose the letter C.

Got that, kids? Good.

BUCKETS

Rain, rain go away. Come again another day. It's been raining for about a week now, I know cos my washing's been on the line that long. Today I bought a clothes horse. Ho hum, autumn! To cheer me up, why don't you lot send me some scrummy tips and maps. Write on the envelope... Linda B, Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW. Drip, drip!

7 The sound passes unnoticed. As you wonder what to do next, a car pulls up outside and several unconvincing policemen rush in, shoot the poker players rudely, run back out and drive away. A narrow escape! Turn to page 6.

YS ADVENTURES



Here's Tim Kemp with this month's adventure page. (He'll be back to his usual spread next month!)

THE TEARS OF THE MOON

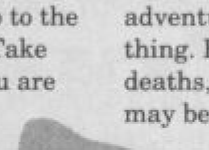
By: Zenobi Software



This is another one written by Clive Wilson, one of my favourite adventure writers. His games are usually simple, straightforward and fun. *Tears Of The Moon* is a bit of an exception – it's got a strange kind of feel to it.



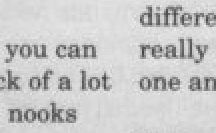
Plotwise, a traditional style warp in time and space opens up and sucks you through into a weird world. What world is it? Why were you sucked into it? All is made clear as you play the game. You feel you know the strange landscape, and the first thing to do is examine your surroundings. Before too long you'll see that despite this strange place being somewhat foreboding, desolate, overgrown, run down and in a general state of messiness you will have uncovered a few useful looking objects. Anything you find should be carefully examined (carefully being the operative word on some occasions) and the messages you receive after scrutinising your possessions will more often than not suggest their future uses.



You actually start the adventure with a rather nice ring which, when held up to the light, sparkles brightly. Take note of that fact when you are stuck somewhere dark. The actual point of the game (and the story) unravels as you play, so I'll say no more about it here as much of the fun of this fantasy romp is in finding out what you have to do. It was only after solving about half the game that I was given a clear idea of what I should be doing.

Unlike many adventures this game gets easier as you play, only when the rather unusual and highly imaginative 'end-game' is brought into play does it get harder. There are one or two places where you'll undoubtedly be stuck, but they will be overcome if you use as many combinations of words/objects/actions as you can think of. There are a heck of a lot of hidden rooms, niches, nooks and crannies to find and examine – rather too many in fact. The odd sudden death pops up here and there and the object carried allowance is rather meagre. *The Tears of the Moon* is a game aimed at the novice adventurer, which is no bad thing. However, with the sudden deaths, odd (ish) gameplay etc, it may be a bit too taxing for a novice. On the other hand the problems are nicely designed, not too hard and work well.





The Tears of the Moon doesn't seem to know where it's going half the time, and winds up being just okay. The first quarter is good fun. When you reach the halfway mark you'll only then find out what you are doing in this strange land. By the three-quarter stage you could be thoroughly confused – but still have fared well, and by the time you reach the final stages you will suddenly be expected to solve things in a different way. It seems to have been constructed from several different ideas – none of them really sitting comfortably with one another.

TEXT	■■■■■■■■□□
VALUE	■■■■■■■□□□
PERSONAL RATINGS	■■■■■■□□□□

The Tears of the Moon is available for £2.49 (tape) £3.49 (+3 disk) from Zenobi Software at 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX. Please make cheques and PO's payable to Zenobi Software. (If outside the UK please add 50p surface mail or £1.00 for airmail.)

COUPON CORNER

COMPASS SOFTWARE OFFER

Not content with bringing out the sequel to *Blood of Bogmole*, Compass Software have also rounded things off nicely by bringing out the final part of the trilogy – *The Wizard's Skull*. The good news for Your Sinclair readers is that *Zogan's Revenge* and *The Wizard's Skull* cost only £1.49 each (normally £1.99) and as a bonus to YS readers Jon Lemmon has said that if you order both games at once you can have 'em for £1.99 the pair – on one tape.

TO: Compass Software. 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB.

FROM:

Name.................................

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Address ....

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Postcode

Could you please send me the following smart game/s. I enclose a cheque/postal order for

....

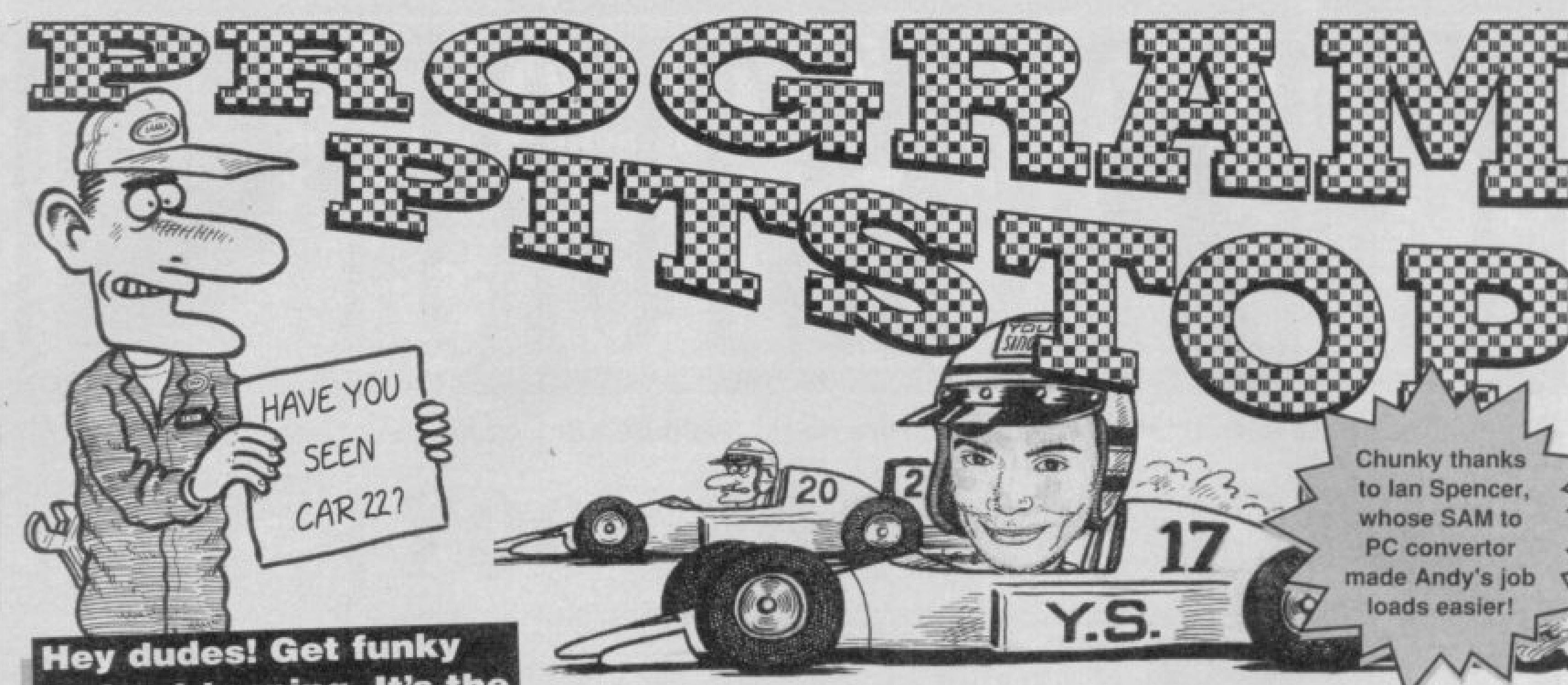
☐ ***Zogan's Revenge*** (£1.49)

☐ ***The Wizard's Skull*** (£1.49)

☐ ***Zogan's Revenge* and *The Wizard's Skull* on one tape** (£1.99)

? The vanquished Robin has left behind his quarterstaff - a part of the Key to Time! It has the number 15 engraved upon it. You hurry back to the YS Shed and return to the Future back garden.

Turn to page 4.



PROGRAM PITSTOP

Chunky thanks to Ian Spencer, whose SAM to PC convertor made Andy's job loads easier!

Hey dudes! Get funky and get tapping. It's the latest craze to sweep the nation and Craig's gonna teach you how to do it. Hurrah!

Hello and welcome once more to the black and white bit, otherwise known as the Pitstop. Or should I say – YO!! and get down to the funkiest selection of red-hot programs this side of Groovesville!? Okay, perhaps not. This month we have, as usual, the best in home-grown routines for the Spec and SAM (well, actually there aren't any SAM ones this month), and whether you're a beginner or an expert, there's bound to be something to interest you, so get reading! Sales pitch ends.

ONERROR!

by Miles Kinloch

Miles Kinloch, that rings a bell... Ah! Here we are – Issue 46, *Fractal Triangles* by Miles Kinloch. I thought as much. So, no stranger to these fair pages, Miles returns in style with, as you may have guessed from the title, an error-trapping routine. Nice and short, just as it should be, and the whole thing oozes with user-definability. Not only can you tell the routine which program line to jump to in the event of an error, but you can also read the number of the error, and relocate the actual routine absolutely anywhere in the RAM. Good, eh? To get the routine up and running, type in and run the *Decimal Loader*. This will save out the machine code to tape. Then reset your Speccy and type in the demo program, saving it with SAVE "prog" LINE 9990 (so it will load in the machine code on running).

The Instructiony Bit!

First of all, you must tell the routine which line to jump to when an error is detected. To do this, divide the line number by 256. Then POKE the answer into the 81st address, and the remainder into the 80th address. In the example program (line 150), the code begins at 40000, and so the required line number (500) is POKEd into 40079 and 40080 (the 80th and 81st addresses). Next, turn the error-trapping on by using RANDOMIZE USR followed by your start address (in the demo it's 40000). This MUST be done from a BASIC program, though, as simply entering it as a command has no effect. Also, don't try to turn the trapping on when it's already on, as this could have nasty results. When the routine detects an error, the number of the error can be found by PEEKing at the 104th address (40103 in the demo). Finally, trapping can be turned off by RANDOMIZE USR, then the 90th address.

On compatibility – the routine works best on 48Ks, as it recognises all the 48K errors, but might not be able to cope with those resulting from special 128K commands (which, if I'm correct, comprise just PLAY and SPECTRUM). And finally, SAM owners needn't feel left out, as the Coupé already has an error-trapping routine built into the ROM. Read the manual!

LISTING 1

BASIC

```
1 REM    ONERROR DECIMAL LOADER
2 REM    by Mr Pither
10 INPUT "Code to? ";a: POKE USR "a", a-256* INT (a/256): POKE USR "a"+1, INT (a/256): CLEAR a-1: LET a=PEEK USR "a"+256* PEEK (USR "a"+1): LET start=a
20 FOR f=a to a+103: READ a: POKE f,a
```

CONTINUED

```
30 NEXT f: PRINT "OK": INPUT "Filename? ";a$: SAVE a$ CODE start, 104: STOP
100 DATA 197, 237, 91, 61, 92, 33, 44, 0, 9, 235, 78, 115, 35, 70, 114, 80, 89, 193, 33, 97, 0, 9, 115, 35, 114, 33, 103, 0, 9, 235, 33, 63, 0, 9, 115, 35, 114, 33, 90, 0, 9, 54, 1, 201, 118, 237, 123, 61, 92, 205, 142, 2, 123, 254, 255, 32, 248, 33, 58, 92, 126, 60, 50, 0, 0, 54, 255, 254, 0, 40, 18 , 254, 9, 40, 14, 35, 203, 254, 33, 0, 0, 22,1, 205, 115, 30, 195, 125, 27, 62, 0, 61, 192, 42, 61, 92, 17,3, 19, 115, 35, 114, 201
```

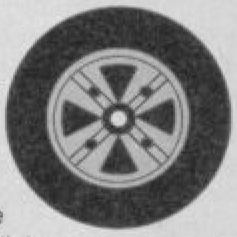
BASIC

```
1 REM    ONERROR! DEMO
2 REM    by Miles Kinloch
100 REM Code located at 40000
150 POKE 40079,244: POKE 40080,1: REM makes 500 the GOTO line
200 RANDOMIZE USR 40000
300 INPUT x: REM try typing in false variables etc
400 CLS : PRINT "Valid input": STOP
500 CLS : PRINT "Error" ' "No.";PEEK 40103: GO TO 300
9990 CLEAR 39999: LOAD ""CODE 40000: RUN
```

↑ Andy leans forward suspiciously. 'Here, is your name Mrs Trimble by any chance?' You cuff him lightly about the head, raise your hat politely to the mad old biddy and press on into the forest. Turn to page 16.

BEGINNERS' CORNER

by Andrew Ennis



This month we show you how to create for yourself a brand new version of *Tasword 2*. But don't get all over-excited – you don't have to write a whole new word processor! This little program that Andrew has sent in allows you to specify multiple copies of a document when printing – as he says, something that Tasman could easily have included in the first place, and, in fact, did on the SAM version (I don't know about the 128K versions, though -I'm not into that sort of thing). To get this modification up and running, first load in *Tasword 2* and BREAK out of the program. Then type in the following lines and RUN. You can then use the *Save Tasword* option to save the new version.



BASIC

```
246 LET i=14: PRINT AT i,0;"How many
copies?(1)": GO SUB 6000: IF a$="" THEN
LET a$="1"
247 LET ncopies=VAL a$: IF ncopies>1
THEN CLS : PRINT AT 12,3;"Pause
between copies (Y/N)?": INPUT r$
248 FOR n=1 TO ncopies
288 IF ncopies>1 THEN CLS : PRINT AT
6,2;"Printing copy number ";n
290 RANDOMIZE USR 59806
291 IF ncopies>1 THEN IF n<ncopies
THEN IF r$="y" OR r$="Y" THEN CLS:
PRINT AT 10,2;n;" copies printed." ' "Press
any key to continue.":PAUSE 0
292 NEXT n
295 GOTO 10
```

GRABBER

by Steve Anderson

This routine allows you to load in an ordinary SCREEN$, then draw a box around the portion of the screen you want to grab and, um, grab it to memory. The data is stored as consecutive bytes (eg, if your sprite box is ten squares long, the next line of the sprite will be stored at the start+11th byte). Type in the name of the screen you want to grab from and the address where you'd like the sprite data to be stored. Then, once the screen is loaded, use keys Q, A, O and P to travel round the screen. Press SPACE to enter grabbing mode, and define your sprite box. Finally press SPACE and *Grabber* will store the sprite data at the address you typed in earlier.






```
10 REM  Sprite Grabber
20 REM  by Total Eclipse
30 CLEAR 25999
40 FOR F=26000 TO 26010: READ A:
POKE F,A: NEXT F
50 DATA 58, 155, 101, 14, 0, 205, 176, 34,
68, 77, 201
60 INPUT "Screen name? "; LINE A$
70 INPUT "Start address? ";ST: LET
AD=ST: IF ST<26012 THEN BEEP .5, -13:
GOTO 70
80 LOAD A$ SCREEN$
90 LET S$="<32 spaces>"
100 OVER 1
110 LET A=0: LET B=0
120 PRINT AT A,B; INVERSE 1; INK 8;
PAPER 8; BRIGHT 8;" "
130 LET L$=INKEY$
140 PRINT AT A,B; INVERSE 1; INK 8;
PAPER 8; BRIGHT 8;" "
150 LET A=A+(L$="a" AND A<21) – (L$="q"
AND A>0): LET B=B+(L$="p" AND B<31) –
(L$="o" AND B>0)
160 IF L$=" " THEN GOTO 180
170 GOTO 120
180 LET W=1: LET D=1
190 INVERSE 1: GOSUB 350
200 GOSUB 350: INVERSE 0
210 LET L$=INKEY$
220 LET W=W+(L$="p" AND (B+(W-1))<31)
– (L$="o" AND W>1): LET D=D+(L$="a"
AND (A+(D-1))<21) – (L$="q" AND D>1)
230 IF L$=" " THEN GOTO 250
240 GOTO 190
250 BEEP 1,1
260 LET A=A*8
270 FOR F=A TO A+(8*D)-1
280 POKE 26011,F: LET L=USR 26000
290 FOR N=L+B TO L+B+(W-1)
300 POKE AD, PEEK N: LET AD=AD+1
310 NEXT N
320 NEXT F
330 PRINT AT 0,0; "SAVE name ";ST; ",";
AD-ST: BEEP .5, 13
340 STOP
350 FOR Y=A TO A+(D-1)
360 PRINT AT Y,B; S$(TO W)
370 NEXT Y
380 RETURN
```

BITS 'N' BOBS

As promised (ages ago), the *Draw It* covertape correction, to let you use that snazzy old program on a +3. Firstly, enter +3 BASIC, and type LOAD"t:" to select the tape device, and then MERGE "DRAWIT" to load the first BASIC chunk. Now change line 1 to CLEAR 24660: LOAD "DRAWN" SCREEN$: INK 8: PAPER 8: PRINT AT 19,0;"+3 DISK": LOAD "DRAWCODE" CODE <Enter>. Type SAVE "a:" to select the internal drive device, and save the BASIC to disk using SAVE "DISK" LINE 1. Now type NEW, enter +3 BASIC again and RUN the modification program. And thanks to Marc Eastwood and K Bostock, you now have a working disk version of *Draw It!* And in response to your questions, Marc: No, I don't have a spare copy of *Dizzy's Excellent Adventures* to give away, and no, I'm afraid I can't stand Public Enemy.

Back to more important matters – the first SAM program to be printed in Pitstop for ages (issue 80's *SAM Embroidery*) didn't work! Sorry about that – what you need to do is alter lines 80 and 90 so that they read:

80 PLOT 0,173: DRAW N,-173
90 PLOT 255,173: DRAW -N,-173
and it should work perfectly.

And finally, a word of apology to Guy Palmer, whose *Screen Compressor* earned him £50 the other month. The apology is for the pseudonym that went with it, and that definitely wasn't my fault!



BASIC

```
1 REM    Draw It! +3 modification
2 REM    by M Easwood and K Bostock
10 CLEAR 24659: LOAD "t:":LOAD ""CODE
30000: SAVE "a:": SAVE "DRAWN" CODE
30000,6912
20 LOAD "t:": LOAD "DRAWCODE" CODE
30 FOR a=36120 TO 59100
40 IF PEEK a=237 THEN GO TO 60
50 NEXT a: GO TO 90
60 IF PEEK (a+1)=120 THEN GO TO 80
70 NEXT a: GO TO 90
80 PRINT a;",": POKE a,205: POKE a+1,76:
POKE a+2,234: NEXT a
90 FOR a=59980 TO 59985
100 READ d: POKE a,d: NEXT a
110 SAVE "a:": SAVE "DRAWCODE"
CODE 24660, 40876
120 DATA 237, 120, 203, 247, 111, 201, 0
```

BLEAH

... as Marvin the Paranoid Android once said. Well, 'tis the end once more. Before I go and collect my A-Level results, cyanide tablets at the ready, I'd just like to say a few words. Send in your lovely programs to me, on TAPE (not +3 disks, although SAM disks are okay). My name's CB, and the address is Perspicacious Pitstop, YS, 30 Monmouth St, Bath, Avon BA1 2BW. Hello, good evening, welcome, and goodbye.

? The planet of the Consouls is a horrible mix of leery advertisements and bright, useless arcade machines. It's almost too much for you, but by eating a few back issues of YS and chanting the Program Pitstop mantra you harden your constitution against the tasteless onslaught. You stagger across the landscape towards the Consoul palace. Flinging open a door with fling, you stumble in and are faced with three identical copies of Dr Who guru and potential universal saviour Dave 'Killer Kolumn' Golder! Turn with an amusing look of surprise to page 27.

? Jon hands back your slightly damp hat. 'No, wait a minute, I'll get it in a moment... It's all coming back to me...' You hear a car pull up outside the garage. Do you still want to wait for Jon to finish his sentence (page 9), or would you rather play it safe and run over to hide behind that precarious-looking pile of barrels (page 7)?

TO PROTECT AND SERVE

SPEC TEC JR

Got a problem? Get it solved! With SIMON COOKE

SPEC TEC Junior



Adam's run off and this short guy seems to have parked his butt in our Tec's chair. Hmmm.

For the past hour I'd been tailing this guy (wearing a trenchcoat and hat surprisingly similar to mine) on the orders of Captain Mahoney. He wanted a PI, as the guy to be tailed apparently knew almost everyone on the force. It seems that this man had cracked into Mahoney's personal files, found out the combination of his safe, and ran off with his pension fund. Here's the strange thing though – he turned off into this building and dived into a lift. I ran up the stairs, but by the time I got up to his floor he was gone. On his desk, though was a note saying "To whoever's tailing me – you can have the office (it's all paid up for two months), and the contents of the drinks cabinet are yours too. Look after the swivel chair for me. I've got to catch a plane now. Ad." Well, who am I to turn down a comfy swivel chair, an office and 24 crates of bourbon? The only thing is to try and tell Mahoney that his pension is making its way at high speed to the Bahamas. But first, there's a load of letters sprawled over his desk, and a lot of bourbon drinking to be done...

SWITCHING TO MANUAL

Help! I recently picked up a Spectrum with a cassette player, twenty games and the BASIC Programming book all for £50. I thought I bagged myself a brilliant bargain. Well I know I did. You see, it's all well and good having all these games, what I really need is the introductory book. Without it I can't really get into using the machine at its full potential. I am using my very limited knowledge but I am having to struggle. If you could send me a copy or let me know where I can get a copy I would be extremely grateful. Also any info pack that you think I could use. The games don't particularly interest me, I am thinking of a more practical use.

K McCabe 67a Dartmouth Road, Hendon, London NW4 3HY



Well, Mr McCabe, welcome to the Speccy! Sorry to hear of your little problem, but I do have a couple of solutions for you. 1) You could try giving Computer Manuals a ring on 021-706 125, and they should have the manual you require two) I've printed your full address so that any enterprising reader out there who has finished with their manual (or has any spare lying around) can send you a copy. I hope that your problem is solved soon, and keep at it with the BASIC! **Si.**

MULTIFACE MYSTERIES



Last week I got a Multiface 128 from a car boot sale. The problem is that I forgot to get the instructions with it. So I need to know how to POKE games with it, and have you got POKEs for: *Roadblasters 128K* (infy fuel), *HATE* and *Astroclone* ?

KRW
West Glamorgan

Why do 90% of POKEs – both Multiface and routines – NOT work with my 128K +2 (grey case)? Is it because of the memory locations being different? If so, is there a way of

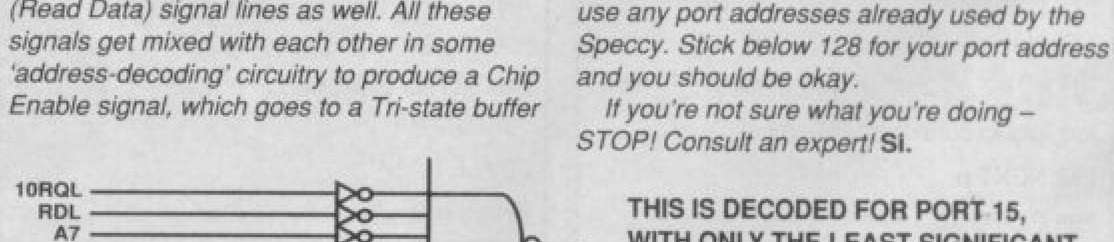
WELL CONNECTED

I have a Spectrum +3 and I have a few problems. 1) I've got an old Spectrum +3 disk drive which I know works. I wish to link it to the disk drive B socket at the back of my computer. What connections I would make to link it to my computer? 2) I own a Cheetah light gun. Do you have a short machine code program for opperating it from BASIC? 3) On the Expansion socket at the back of the computer there are eight data lines. If I put an 8-bit binary signal on them, a) How would I read the signal from BASIC? b) What voltage etc must the signal be? I would be very grateful if you could solve these problems.

Mark Delaney
Cirencester, Gloucestershire

I can't answer your first two problems, but I can help with the third. The voltages required are 0v for a binary 0, and +5v for a binary 1. To read the signal from BASIC, you can use a simple LET a=IN xxxx, where xxxx is the port you have chosen for your data. You can't send data just by squirting it down the eight data lines on the socket, you need some additional circuitry to read the ADDRESS LINES. These lines tell you which memory address or input/output port address is being used. You also need to read the IORQL (Input/Output Request) and the RDL (Read Data) signal lines as well. All these signals get mixed with each other in some 'address-decoding' circuitry to produce a Chip Enable signal, which goes to a Tri-state buffer with your eight data signals. If that's not too clear, there's a diagram down there. I can't go into the intricacies of address-decoding now, but a row of 1's has to go into the AND gate to allow the data to pass through the buffer. To do this, you take your port address, map it out onto the address lines, and wherever a 0 appears, put a NOT gate. Last hint is not to use any port addresses already used by the Speccy. Stick below 128 for your port address and you should be okay.

If you're not sure what you're doing – STOP! Consult an expert! **Si.**



THIS IS DECODED FOR PORT 15, WITH ONLY THE LEAST SIGNIFICANT BYTE OF THE PORT ADDRESS BEING TAKEN INTO ACCOUNT.

YOUR INPUTS SHOULD BE ON LINES Q0 - 7

CRACKED!

SPECIAL INVESTIGATION SOLVED

MUDDLED MODES

This is the first time I have written to you, and I have a couple of things to tell you. Firstly, in the December issue you asked if there was a way a Spectrum could detect what mode it was in. Richard Swann wrote in the February issue with two ways of doing it. I have found a third.

```
10 BORDER 7: PAPER 7: INK 0: CLS
20 PRINT AT 0,0; INK 7; CHR$ 163
30 IF SCREEN$ (0,0)="S" THEN LET
mode=1: GO TO 50
40 LET mode=0
50 IF mode=1 THEN GO TO 100
60 IF mode=0 THEN GO TO 200
100 REM PUT 128K Routines Here...
200 REM PUT 48K Routines Here...
```

In +3 BASIC the computer prints out 'SPECTRUM'. In 48 BASIC the computer prints out 'T' It then reads the screen and defines the mode.

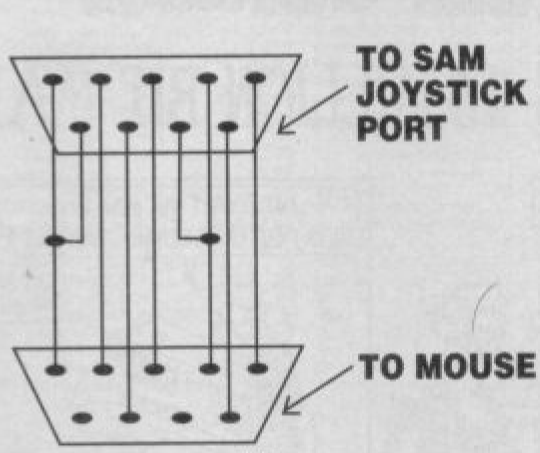
My second tip is, in the June issue you showed us how to obtain the colour pink. If you print something on the screen with a green paper and a purple ink, it looks like the colour pink. And if you print something with a red paper, purple ink and bright on, it looks like fluorescent pink.

Andrew Butler
Ashford, Kent

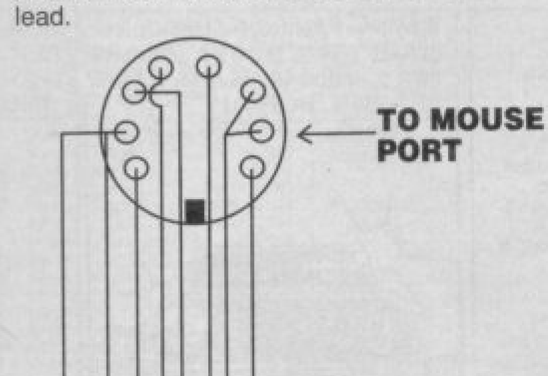
Thanks for that, Andrew. For your efforts expect something in a brown paper bag to be whisking its way towards you at high velocity. **Si.**

PURE GENIUS

After reading about the problem Paul Seamark had connecting a Genius Mouse to his SAM, I put pen to paper and wrote off to you. To connect up the Mouse to the SAM, you need a special lead. This has to be home-made.



This arrangement will let you use your mouse as a joystick for games. To make it work as a proper mouse, you'll need to build another lead.



I hope I've helped, Paul. If anyone has any problems with ANY hardware, they can write to me at: 71 Hamlet House, Waterhead Close, Erith, Kent, DA8 3RP. (Don't forget to enclose a sae if you want a reply.)

M Lakhani
Erith, Kent

Well, I hope you've helped Paul with his problems. Truthfully though, I'm a bit dubious about your method for turning the Genius mouse into a proper SAM mouse. For one thing, you've connected a signal line to the Mouse Interrupt line, which isn't used in the mouse system... All I can say is that if you try it and it doesn't work, don't be too disappointed. Expect some goodies for that bit of investigation, Mr Lakhani. **Si.**

SIBLING TROUBLE

Isn't it annoying when you're in the middle of typing in a long BASIC program, and you come back from making a cup of tea, only to find your little brother or sister has helpfully reset the computer for you? Yes it is. Well, by entering CLS: RANDOMIZE USR 1302 the Spectrum will pretend it is loading something, so you can say you are loading the latest *Dizzy* game (or something) for them. Alternatively, using CLS: RANDOMIZE USR any other number between 1298 and 1306 will produce a different loading signal colour. Pressing SPACE will return you to your original program.

Now can you do me a favour? If anyone has got any copies of YS (pre-July 1989) they are willing to swap for games (being an A-Level student I'm a money-free zone) *(Likewise. Si)* they can phone me on 0978-820 185 (ask for Mark).

I've plenty to choose from, from 1983 to 1992, including many full-pricers. Just the mags'll do, keep the tapes.

Mark Jones
Wrexham, Clwyd.

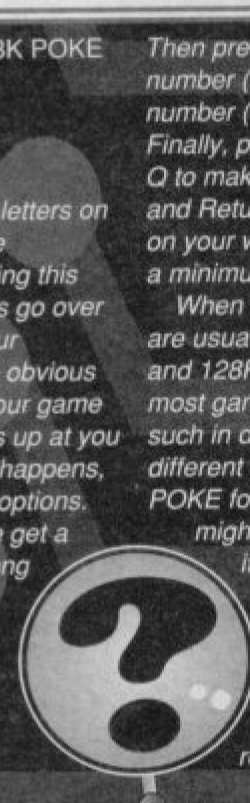
Oooh. You crafty sneaky person! I think that way back in the mists of time I saw something very similar in the pages of this very mag, in Program Pitstop or somewhere, but the different colours is a new one on me. Hope you get the mags you want, and while you're waiting for responses, I'll send you some stuff to keep you happy. **Si.**

calculating where an address for a 48K POKE would be on a 128K machine?

SR Smith
Dudley, West Midlands

As you can see, I've had a couple of letters on the perilous subject of how to use the Multiface. Obviously, people are finding this piece of kit a bit of a problem. So let's go over in detail how to POKE things with your Multiface. First of all, the basics. The obvious thing to do when you've loaded up your game is to hit that big red button that stares up at you from your little black box. When that happens, a little menu comes up, chock full of options. This seems to be where most people get a little bit overwrought, choose the wrong one, and inevitably end up inflicting large amounts of pain on small pets and other innocent creatures. The way to POKE those amazing life-giving numbers into the game is to press T when the menu comes up. Then press SPACE, and type in your first number (the POKE address) and the second number (the POKE value) as one long number. Finally, press ENTER. Problem solved. Press Q to make your way back to the first menu, and Return to the game – then you're on your way to finishing the game with a minimum of effort!

When it comes to POKEs, there are usually separate ones for the 48K and 128K Spectrum. This is because most games put their routines and such in different places for the different versions of the games. A POKE for the 48K version of a game might work on the 128K version if you're lucky, but not usually the other way around. Sorry, KRW, but I don't have any such POKEs lying around, I'm afraid. I've passed your request on to Linda though – so who knows what's in store for you in the future? Also, I can't send anyone any prezzies if they don't put their full addresses on (like you, KRW). So please remember to do so in future if you write in! **Si.**

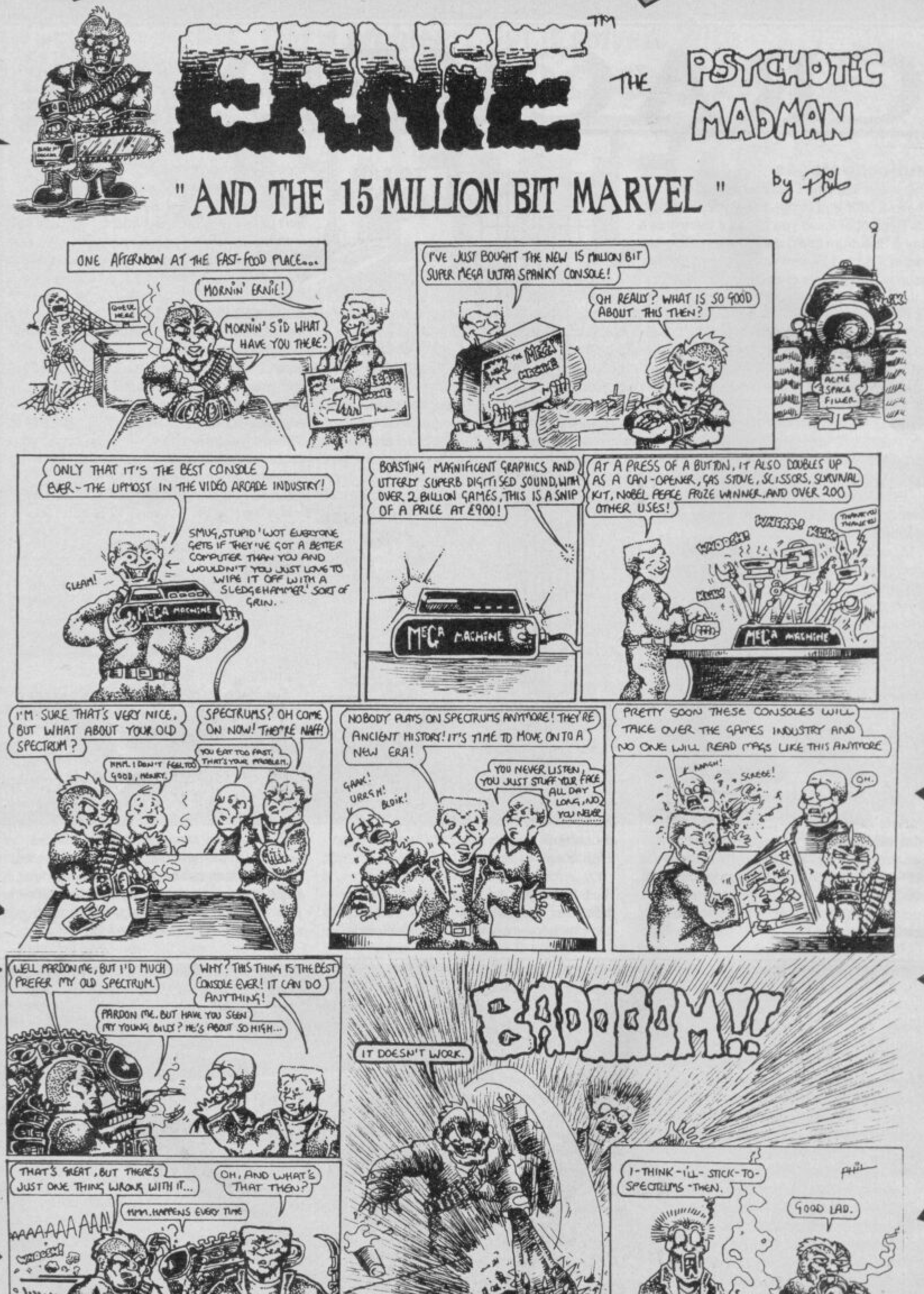


COOL IT – I'M ON THE CASE

Good old Captain Mahoney didn't even bat an eyelid when I told him that his pension fund was irretrievable. He just laughed manically, phoned the airport for a return ticket to the Bahamas, and loaded up his shotgun. Thing is, he didn't look too stable when I left – he paid me for the case and told me to get lost before he pumped me full of lead. Then he got in his car, and swerved off at high speed to the airport, taking pot-shots at traffic lights.

I feel sorry for Ad if Mahoney catches up with him. But enough of that – if you have a problem, big or small, I'll take it on. Send 'em off to: **Spec Tec Jr, Your Sinclair, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.**

7 Nottingham town is a bustle of noise and smells. Traders hawk their wares, except for a passing [illegible] who wears his hawks. The crush of people is [illegible] in an auction and knock out a street urchin just by scratching an elbow. By judicious use of side streets and alleyways you manage to make your way through town, and find yourself heading towards the forest. Suddenly, a wrinkly old woman steps out from behind a water barrel and asks if you're carrying a squashy orange. Do you answer yes (page 5) or no (page 43)?


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WHOOSH!
WHIRR!
I'M SURE THAT'S VERY NICE, BUT WHAT ABOUT YOUR OLD SPECTRUM?
SPECTRUMS? OH COME ON NOW! THEY'RE NAFF!
MMM. I DON'T FEEL TOO GOOD, HENRY.
YOU EAT TOO FAST, THAT'S YOUR PROBLEM.
NOBODY PLAYS ON SPECTRUMS ANYMORE! THEY'RE ANCIENT HISTORY! IT'S TIME TO MOVE ON TO A NEW ERA!
GAAK! URRGH! BLOIK!
YOU NEVER LISTEN, YOU JUST STUFF YOUR FACE ALL DAY LONG, NO YOU NEVER
PRETTY SOON THESE CONSOLES WILL TAKE OVER THE GAMES INDUSTRY AND NO ONE WILL READ MAGS LIKE THIS ANYMORE
SCREEE!
OH.
WELL PARDON ME, BUT I'D MUCH PREFER MY OLD SPECTRUM.
WHY? THIS THING IS THE BEST CONSOLE EVER! IT CAN DO ANYTHING!
PARDON ME, BUT HAVE YOU SEEN MY YOUNG BILLY? HE'S ABOUT SO HIGH...
THAT'S GREAT, BUT THERE'S JUST ONE THING WRONG WITH IT...
OH, AND WHAT'S THAT THEN?
AAAAAAAAAAA!
WHOOSH!
MMM. HAPPENS EVERY TIME
MEGA MACHINE
BADOOOM!!
IT DOESN'T WORK.
I-THINK-I'LL-STICK-TO-SPECTRUMS-THEN.
GOOD LAD.
Phil

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FLIP!

It's Dr Who day here in Flip! We take a look at loads of books and vids starring the impish Time Lord. Who's next. (Ha ha!)

The Ultimate Guide To Life, Love and Loofahs!

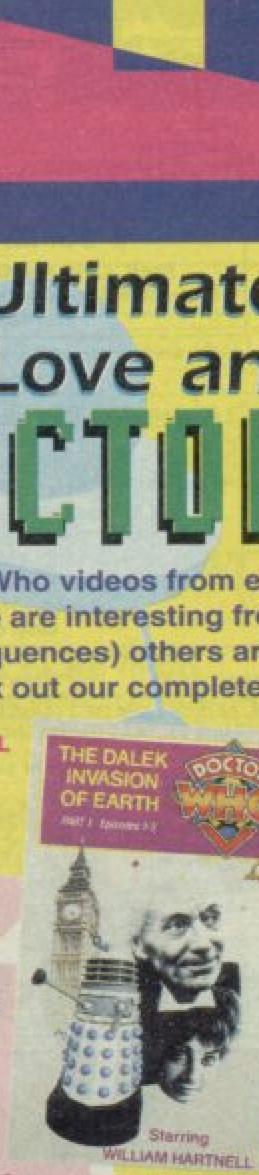
DOCTOR WHO VIDEOLOG

There are Doctor Who videos from every era of the programme's 29-year history. Some of the stories on release are classics, some are interesting from a historical point of view (groovy clothes, awful music, thick blue lines in special effects sequences) others are as embarrassing as finding out you're related to Loyd Grossman. Which are which? Just check out our complete guide. (They cost £10.99 unless we tell you otherwise.)

● WILLIAM HARTNELL

An Unearthly Child (four episodes B&W)
Sofa Rating: ★★★
The first ever story! First episode's a goodie, the rest is lots of boring cavemen.

The Dead Planet (seven episodes, two-tape set B&W £20.99)
Sofa Rating: ★★★★
The first Dalek story. Still pretty spooky and atmospheric despite being a bit slow.



Swooping down in converted hubcaps the Daleks invade earth.

Dalek Invasion of Earth (six episodes – two-tape set B&W £20.99)
Sofa Rating: ★★★★★
The pepperpots come to Earth in flying hubcaps.

The Web Planet (six episodes, two tape set B&W, £20.99)
Sofa Rating: ★★
Lots of actors struggling with ill-fitting insect costumes.

● PATRICK TROUGHTON



The Cybermen wake, and want their breakfast.

Tomb of the Cybermen (four episodes B&W £12.99)
Sofa Rating: ★★★★
A classic! (Despite lots of very silly voices.)

The Dominators (five episodes B&W)
Sofa Rating: ★★Seven-foot hunchbacks and shoebox robots.

The Mind Robber (five episodes B&W)
Sofa Rating: ★★
Literature comes to life and the Dr says, "Say it isn't real!" quite often.

The Krotons (four episodes B&W)
Sofa Rating: ★★
Egg-box monsters with Brummie accents.

The Seeds of Death (six episodes B&W)
Sofa Rating: ★★★
Ice Warriors and lots of foam.

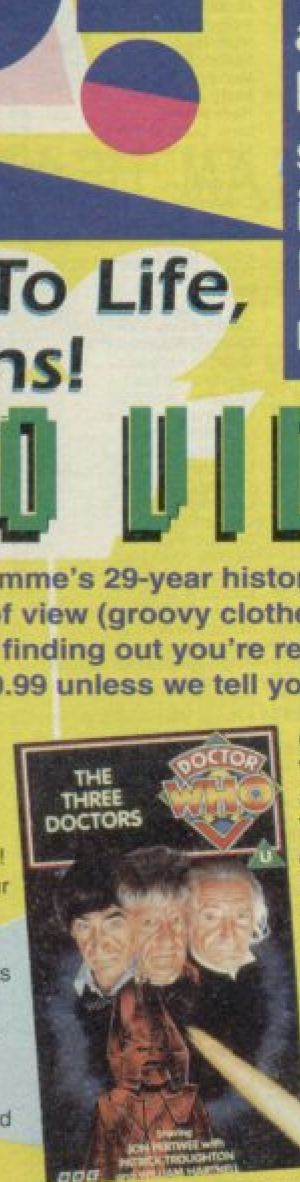
The War Games (ten episodes, two-tape set B&W £20.99)
Sofa Rating: ★★★
First appearance of the Time Lords and lots of plot padding.

● JON PERTWEE

Spearhead From Space (four episodes)
Sofa Rating: ★★★★
Shop dummies come to life!

The Claws of Axos (four episodes)
Sofa Rating: ★
Groovy 60's lighting and lots of gold leotards.

The Day of the Daleks (four episodes)
Sofa Rating: ★★★★
Gorilla-like henchmen called Ogrons and lots of time travelling.



Jon Pertwee tries on a few spare heads in this audition for Worzel Gummidge.

The Three Doctors (four episodes)
Sofa Rating: ★★★★
10th anniversary story with jelly monsters and lots of shots of *that* quarry.

The Time Warrior (four episodes)
Sofa Rating: ★★★★
Sarah-Jane ("Oh, Dok-tuh") Smith and Sontarans introduced. Lots of castles.

Death To The Daleks (four episodes)
Sofa Rating: ★★
Laserless Daleks and lots of plastic rocks.

Planet of the Spiders (six episodes, two-tape set £20.99)
Sofa Rating: ★★★★
Bye bye Jon and lots of, ugh, spiders.

● TOM BAKER

Robot (four episodes)
Sofa Rating: ★★★
Hello Tom and lots of bad blue screen effects.



Tom Baker – jelly babies, scarves, wild grins and some dead scary stories.

The Ark in Space (four episodes)
Sofa Rating: ★★★★★
Giant ants and lots of green slime.

The Sontaran Experiment/Genesis of the Daleks (eight episodes, two tape set £20.99)
Sofa Rating: ★★★★★
Two for the price of, um, two! Both great, though.

Revenge of the Cybermen (four episodes)
Sofa Rating: ★★★★
Cybermats finally look half-way realistic!

Terror of the Zygons (four episodes)
Sofa Rating: ★★★
The Loch Ness Monster and lots of naff Scottish accents.

Pyramids of Mars (four episodes)
Sofa Rating: ★★★★★
Superb! A must-buy! Lots of mummies.

Brain of Morbius (four episodes)
Sofa Rating: ★★★★★
Mary Whitehouse hated it. Must be good.

The Masque of Mandragora (four episodes)
Sofa Rating: ★★★
Renaissance Italy and lots of fireworks.

The Deadly Assassin (four episodes)
Sofa Rating: ★★★★★
Doctor accused of shooting his own president. (Aren't all assassins deadly?)

The Robots of Death (four episodes)
Sofa Rating: ★★★★★
Lots of Art Deco robots in classic whodunnit.

The Talons of Weng Chiang (six episodes)
Sofa Rating: ★★★★★
Victorian romp with lots to recommend it.

The City of Death (four episodes)
Sofa Rating: ★★★★★
Douglas Adams wrote it – lots of great dialogue.

Shada (six episodes £20.99)
Sofa Rating: ★
More Douglas Adams, an incomplete story with lots of narration. For fans only.

Logopolis (four episodes)
Sofa Rating: ★★
Tom falls to his death and lots of dust.

● PETER DAVISON



The cricketing Doctor's maiden over in the role.

Castrovalva (four episodes)
Sofa Rating: ★★★
Peter in a wobbly start with lots of very silly costumes. (Where did they get those hats?)

Earthshock (four episodes)
Sofa Rating: ★★★★
Cybermen return, a companion dies and lots of strange blobby sound effects.

The Five Doctors (one really long episode)
Sofa Rating: ★★★★★

? It is a pleasant summer's day in Nottingham. Birds twitter in the air, grass grows quietly and a group of peasants is beating up a fat bishop over yonder. Your companion picks a flowers, smells it and is comically stung on the nose by a bee. There are two paths leading from the YS Shed across the countryside. Do you want to go towards the forest (page 16) or into town (page 33)? Alternatively you can go over and check out the authentic rustic mugging (page 26).

20th anniversary story. Lots of everything. Scrummy!

The Caves of Androzani (four episodes)

Sofa Rating: ★★★★★



Don't buy the Colin Baker vid – not even Dave bothered!

Pete's last. Interplanetary smuggling and lots of great action sequences.

● COLIN BAKER

The Twin Dilemma

(four episodes)

Sofa Rating: ★ Absolutely completely utterly and totally awful. Avoid at any and all costs. It's Col's first outing as the Doctor, and it's not an auspicious début.

● SYLVESTER MCCOY

The Curse of Fenric

(four episodes £12.99)

Sofa Rating: ★★★★★

Time-travelling vampires in World War 2, Nicholas Parsons as a parson and lots of added, non-televised scenes. Excellent stuff. If you're one of those people who reckons that *Doctor Who* was never any good after Tom Baker left, get hold of *Curse of Fenric* and find out how very wrong you are.

Dave Golder



This one's got Ace in it. Do you need any other reason to buy it? (*Yes! Linda*)

Alternative/YS Compo

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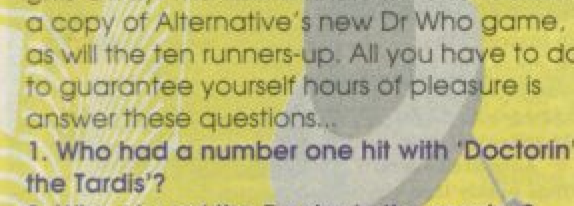
A complete boxed set of Dr Who videos plus your very own copy of Alternative's *Dr Who – Dalek Attack*. Hurrah!



What better way to spend an autumn evening than with The Hartnell Years, The Troughton Years, The Pertwee Years and The Baker Years? These vids contain what episodes the BBC haven't lost as well as reminiscences from the people involved. There are two vids in each boxed set, so that's eight vids in all worth eighty quid. And we've got two of these wondrous sets to give away. The two winners will also receive a copy of Alternative's new Dr Who game, as will the ten runners-up. All you have to do to guarantee yourself hours of pleasure is answer these questions...

1. Who had a number one hit with 'Doctorin' the Tardis'?
2. Who played the Doctor in the movies?
3. Where does the Doctor come from?

Now write the answers on the back of a postcard or envelope, stick a stamp on the front and send the whole package off to *Dr Who-oo, Oi! Compo*, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2BW.



BOOKS

They're rough. They're tough. They're the new Dr Who books. Here they come now. (Eek!)

Timewyrm: Genesys
John Peel/ Virgin/£3.50



Blimey. Rather good rendition of the Doctor up there on the left, isn't it? Talented artist that. (Yes yes, I know.)

The first in the new series of Dr Who adventures, *Timewyrm* is a quartet of books that tells the tale of, erm, the Timewyrm, a really nasty piece of work foretold in the legends of old Gallifrey and now running around horribly true-to-life. It all starts with *Genesys*, set in ancient Mesopotamia, where the Doctor and Ace plan to spend an educational holiday. Before you can say 'astounding coincidence that only seems to happen at the beginning of every Dr Who story' a space parasite has crashed out of the skies and installed herself as the goddess Ishtar in the very city our heroic pair are heading for. Life, as you can probably guess, rapidly becomes pretty miserable for the populace, and the Doc and Ace set out to put things straight.

After a lifetime of Terrance Dicks TV story adaptations, *Genesys* comes as a bit of a shock. It's hard-edged, violent, politely gruesome and spotted through with mild swearwords. And it's a complete stonker. Smartly-drawn characters inhabit the refreshingly complex story, entangling Ace and the Doctor in the plans of Ishtar, a group of her victims from another planet that might just inherit Earth from the humans, and an extremely brutal Mesopotamian king called Gilgamesh. Laced with humour, punchy and exciting, it's a fine start to the new series. (And they're right – it is too big for the humble TV screen.)

FLIP RATING
★★★★☆

Timewyrm: Exodus
Terrance Dicks/ Virgin/£3.50

At the end of *Genesys*, the Doctor's attempt to destroy Ishtar with a computer virus (she was a sort of cyborg, y'see) went ever so slightly wrong, accidentally creating the Timewyrm. Oops. Anyway, the wyrm nips into the timestreams, emerging in Nazi Germany and altering the outcome of World War 2 so the Nazis win. But the Doctor and Ace are in hot pursuit. Hurrah!

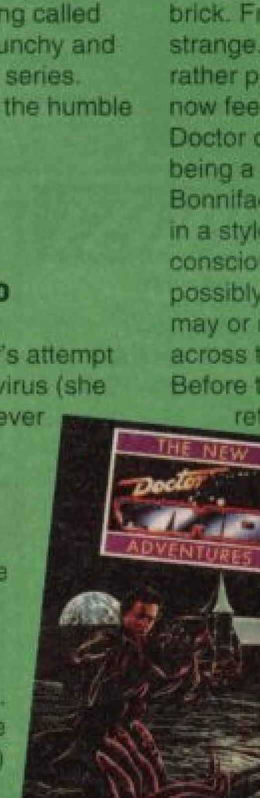
Okay, so the plot's a mite jaded. (The old 'what if the Nazis won the Second World War' ploy? Please!) Okay, so the author's Terrance Dicks, the chap whose Dr Who adaptations give new meaning to the words 'amazingly obvious while being fluffy and inoffensive.' But! It's quite a rattling yarn. There's a great piece of comedy at the start of the story, where the Doctor bluffs his way into the Nazi stronghold by impersonating the all-powerful Reichsinspektor General, and some nice business with Hitler, whom the Doctor has to keep alive in order to preserve future time – a tricky task with Ace and her cans of nitro-nine around.

In amongst the rather predictable events of the story (mad Nazis, secret plans, the return of a couple of old enemies) there are some flashes of classic Dicks – ie, plastic characters, clumsy exposition and stupid throwaway explanations (such as the Doctor blandly assuring Ace she'll scrape by in speaking German – as she always does). Actually, considering old Terrance's past record, *Exodus* is a surprisingly good read. It moves along at a fair old lick, handling a well-worn theme rather darn well and managing to squeeze in a couple of show-stopping ideas (such as Herman Goering and his troops rushing in like the seventh cavalry at the eleventh hour). Solidly entertaining.

FLIP RATING
★★★☆☆

Timewyrm: Revelation
Paul Cornell/ Virgin/£3.50

Erm, okay, admission time. There is a third book – *Timewyrm: Apocalypse* – but could we find it anywhere in Bath? Nope. Sorry. So we'll have to jump straight to the final book in the *Timewyrm* series – *Revelation*. It starts with a nasty bang as eight year old Ace's playground nemesis beats her to death with a brick. From there, things get markedly strange. The Timewyrm, y'see, has grown rather powerful over the last three books and now feels confident enough to attack the Doctor on his own ground. (His own ground being a sentient church in Cheldon Bonniface.) The first part of the book is written in a style approaching stream-of-consciousness as various events seem to (or possibly do) happen to the characters (who may or may not really exist), until you stumble across the bit that causes it all to make sense. Before then, Ace dies (again), goes to Hell, returns to school and frees the Doctor's conscience.



The cover's strange. The book's stranger. Ooo.

Revelation is a fine finish to the *Timewyrm* series. The story builds up, layer upon baffling layer, until the ever so clever key is revealed and the whole thing becomes sharply clear. (And then there's one topper of an ending.) Even better, it's a smashing read as well. Top (top) notch.

IT'S A FLIPPIN' FAB!

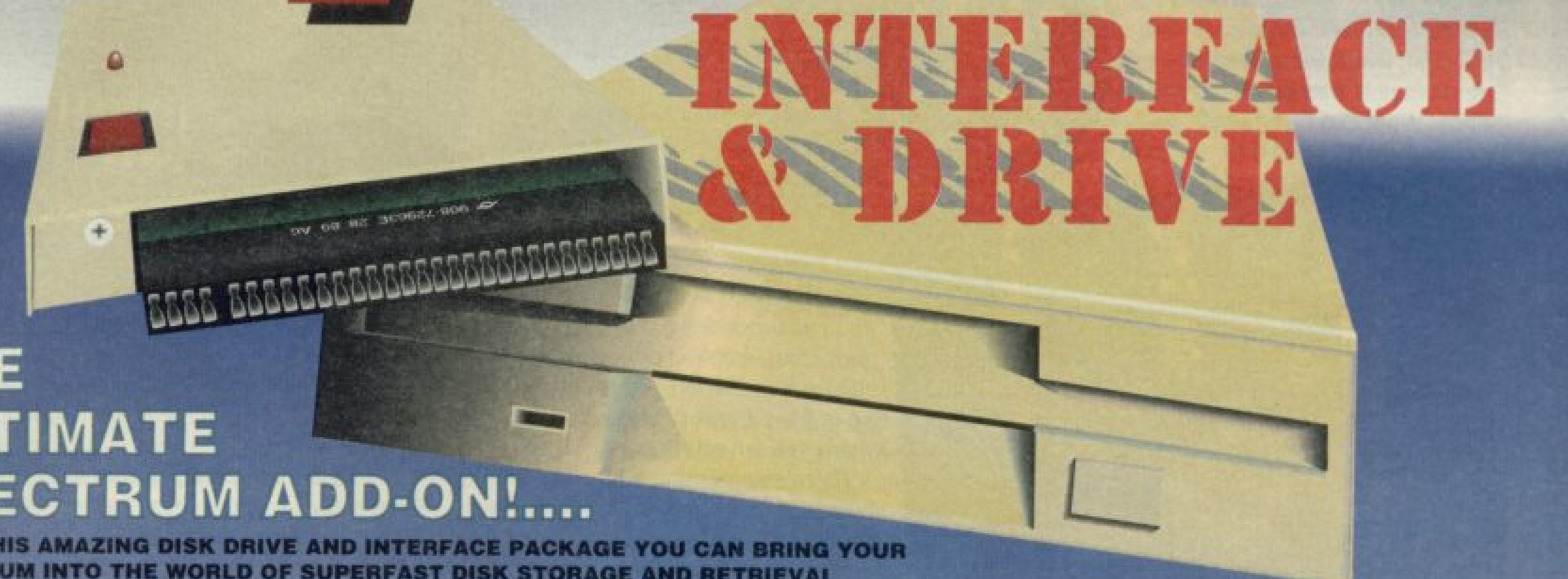
FLIP RATING
★★★★★

♦ Well done! Dr Dave grasps the Key and uses it to unlock Time, his quaintly-named patent-pending anti-Consoul device. By golly, it's a Speccy programming manual. Commandeering the YS shed, Dr Dave travels around the universe, displaying it proudly to the Consouls and chanting 'So what can you do apart from play games? Eh? Eh?' The Consouls have no choice but to retire in embarrassment. Hurrah! You've saved the universe. Turn to page 60.


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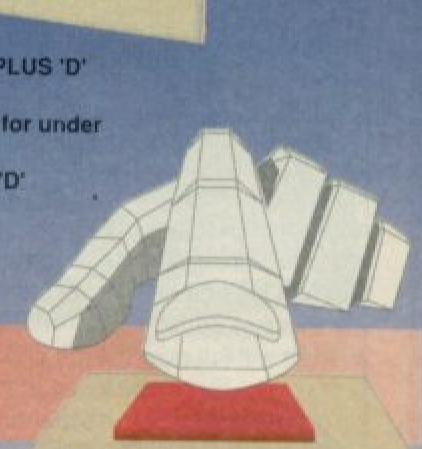
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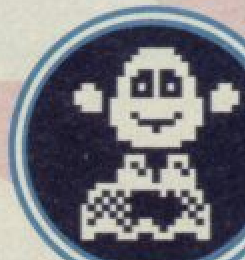
DATEL LONDON SHOP



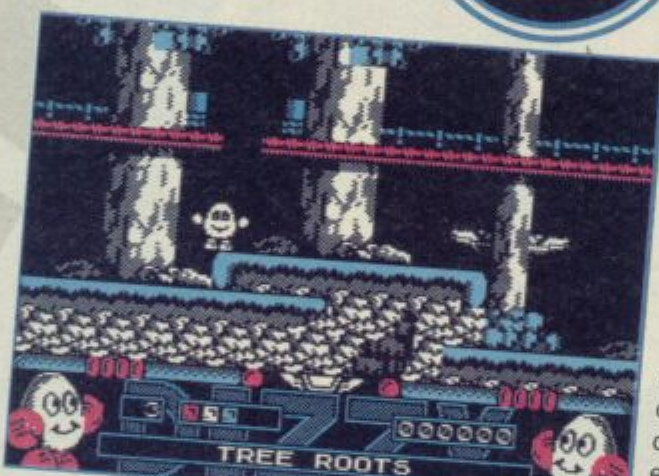
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CRYSTAL KINGDOM DIZZY

CodeMasters
☎ 0926 814132



Strange things are afoot in Dizzyland, whilst the sun shines Grand Dizzy is sobbing in his Ice Palace. What can be wrong?



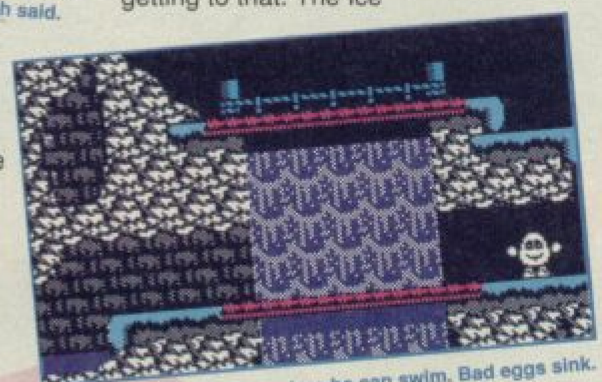
In the interest of fair play, we've turned the rest of this caption over to the Official Dizzy Fan Club. Take it away chaps! 'Ooo! Squeal! Excellent! Dizzy! We love you! Shriek! You're fab.' Enough said.

Well, it seems that all those doom-mongers are right and the end of the world is nigh. Y'see, the ancient scrolls of the Yolkfolk tell of a time when the treasures of the Prophet Zeffar are stolen from their shrine a curse will fall over the land. Grand Dizzy believes that this has happened, for the Ice Palace is melting before his eyes.

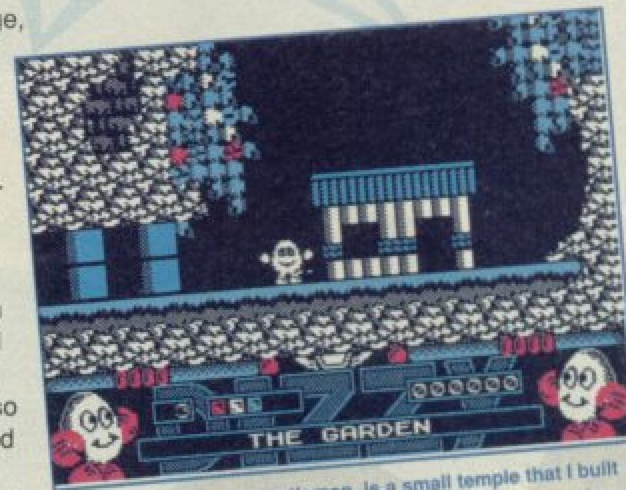


And so the tale is told and the stage is set. It's time for Dizzy to set off on his seventh adventure through the Yolkfolk village, Blackheart's pirate ship, a desert island and the Ice Palace. The idea is to avoid enemies, solve puzzles and return the treasures of the Prophet Zeffar. So you're looking for a wooden chalice, the crown of Zeffar and the sword of justice. Each of these levels can be played as a game in itself, complete the level and you'll get a password. By this time you'll probably be feeling a bit peckish, so you can leave the game and go and grab some smoked pork sausage sandwiches. When you return, simply tap in the password and you can begin where you left off. Super!

There's something a bit different about this Dizzy game, Dizzy can now change direction in mid-air and can control the height of his jumps. He might even speak! (Spook!) But why, you might be asking, is it called *Crystal Kingdom Dizzy*? Well, I was just getting to that. The Ice



Dizzy is a good egg, therefore he can swim. Bad eggs sink. Never make an omelette out of an egg that sinks, it'll have loads of green floaties in it. You have been warned.



And here, ladies and gentlemen, is a small temple that I built earlier. It is, in fact, a copy of the early Etruscan podium to Athegga, god of all eggs.

Palace level begins with a spoof of the Crystal Maze where Dizzy has to get through the obstacles to get a crystal. This crystal must be given to the little Richard O'Brien character waiting at the sidelines. *(Is that it? Jon)* Well, that's the crystal bit but there's tonnes more. I can't tell you all the puzzles cos I know how much all you Spec-chums love working them out for yourselves. We'll have the full exclusive review next month, in our complete Dizzy ish. See you next month!
(I'm off! Jon)



FAX BOX

Game	*Crystal Kingdom Dizzy*
Publisher	CodeMasters
Price	£9.99
Programmers	Big Red
Release date	November

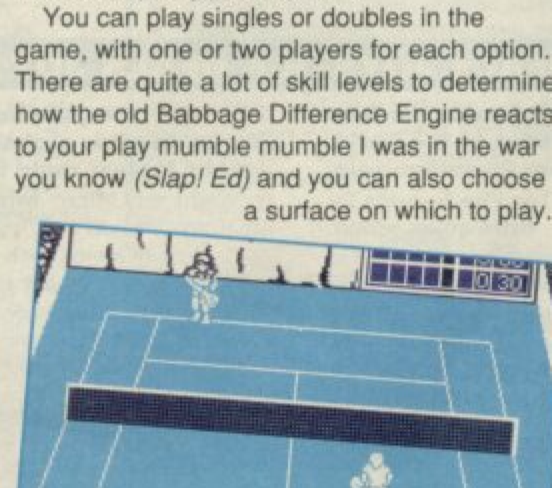
INTERNATIONAL TENNIS

Zeppelin
☎ 091 385 7755

Stand back Monica Seles! (You're a bit too near the kerb.) Barnaby Smop, Wimbledon champion from 1903 to 1904, trots onto centre court and sweeps his expert eye over Zeppelin's new tennis sim.

Mmm. I remember when all this used to be grass. Actually, it still is all grass. Except for the white lines. They're sort of painty. Mmm. Can I have my cocoa now? Pardon? Oh. (Clears throat.) Hello readers. For the latest of YS's Previews With A Reasonably Famous Host, I've been asked to tell you about (mnk) Zeppelin's new game *International Tennis.* Well, it's a tennis simimimulimimi *(Slap! Ed)* imulation in the classic *Match Point* mould. *Match Point* a classic? You have to be really old to be a classic. *Match Point*'s just a babe in arms compared to some of the tennis I've seen. (Long pause.) Yes.

You can play singles or doubles in the game, with one or two players for each option. There are quite a lot of skill levels to determine how the old Babbage Difference Engine reacts to your play mumble mumble I was in the war you know *(Slap! Ed)* and you can also choose a surface on which to play.



Thwang. (Pop!) Thwang. (Pop!) Thwang. (Pop!) 'Fifteen-love.' Don't eggs make great tennis balls? (Heh heh.)

You know, grass, clay, ash, lemon, meringue, can I have a lemon meringue mummy? I promise I'll clean my teeth afterwards mumble mumble. Aaahhhh. *(Quick! Apply artificial respiration! Ed)*

As you can see from the screenshot things lying around, the game's sort of pretend-3D. Mmm. Could be a goodie. Then again, could be a greater disaster than Haig's push at the Somme. I remember saying to Smudger, Smudger I said, don't play with that live mortar shell. Silly boy. I'm going to bed now. Wake me in time for The Clitheroe Kid. Mmm. (Zzzzz.)

FAX BOX

Game	*International Tennis*
Publisher	Zeppelin
Price	£3.99
Programmer	Albert Mystery
Release date	October
Smudger's leg	Jim Pips Esq, carpenters to the gentry (est 1704)

ROBIN HOOD: LEGEND QUEST

CodeMasters
☎ 0926 814132

Robin Hood! He rides through the glen you know. With a load of merry men, apparently. And he wears lincoln green, and robs rich people. He's a card, that Robin. For the second Speccy game starring the betighted one (remember *Super Robin Hood* from way back when?) the Codies have turned to the traditional 'run around the huge playing area, leaping on platforms, shooting things and grabbing treasure' kind of game. You can probably guess the plot – Maid Marian, the Sheriff of Nottingham, Robin trapped in the castle dungeons etc etc.

We've been having a pore over a work-in-progress version of the game, and it's looking pretty good. The horizontal colour scrolling works well with the fat sprites, and the animation is smoothly silly (there are lots of nice touches such as Robin turning and grinning out at the player, or running then crouching to do a kind of sliding tackle thing). The gameplay is almost *there* (as the traditional YS phrase has it) and involves lots of scooting back and forth, collecting keys to open faraway doors then scuttling down into different parts of the castle – although the crossbow-packing villains you face are a little tricky to beat. Tweaking time ahoy, eh?



Robin crouched silently to take stock of his surroundings. He was in trouble. Big trouble. So he grinned stupidly.



Well, all in all our Rob looks like he's going to get a game to be proud of (fingers crossed). Although, of course, he doesn't really exist you know. Just a figment of hundreds of people's imaginations, I'm afraid. What a palaver, eh?

FAX BOX

Game	*Robin Hood Legend Quest*
Publisher	CodeMasters
Price	£3.99
Programmer	Lyndon Sharp
Release Date	November

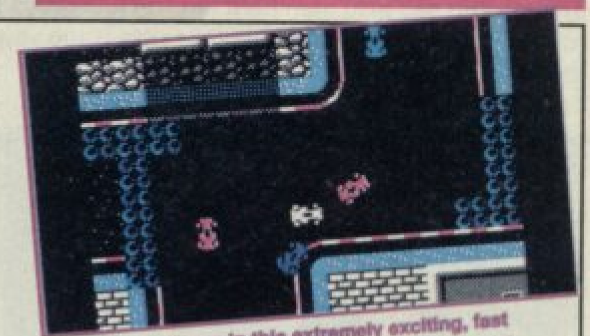
SLICKS

CodeMasters
☎ 0926 814132



Take control of the Exxon Valdez and pollute the Alaskan coastline! Oh, perhaps not. Actually, in *Slicks* you drive an incredibly fast car and have to zip around a load of famous circuits and, erm, win. Basically. Remember *Super Sprint*? It was an okay sort of game, but totally ruined by the attribute collision detection which meant that the game thought you'd crashed into a barrier while any fool could see you were about 900000000 miles away. Pah. Well, *Slicks* aims to be the game *Super Sprint* would have been if it had been any good. I think.

There are four ways to play the game. In the first, the Practice mode, you can practise bombing around famous circuits of the world. The second mode, Grand Prix, involves you signing up with a hilariously cleverly-named team ('Banitten' indeed - we wept with laughter) and driving their car in, erm, a Grand Prix. You can challenge another driver, and if you beat 'em, receive a huge bonus. Hurrah! Mode three brings in another player – it's a head-to-head race to the death, or at least to the grazing injury. The final method of playing is Silly, and involves you sitting on the cassette and shouting 'Vroom vroom!' Tsk. Be here next month, eh?


What you can't see in this extremely exciting, fast action screenshot, is Andy O on his crap bike just ahead of the next curve. Look out Andy O!

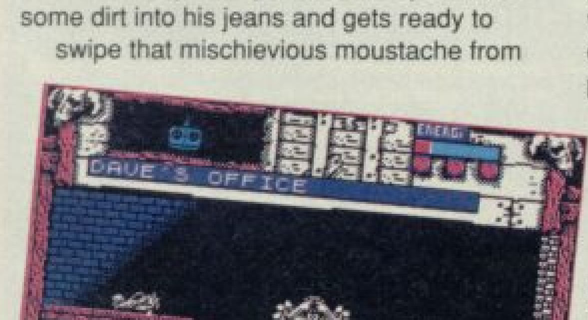
FAX BOX

Game	*Slicks*
Publisher	CodeMasters
Price	£3.99
Programmer	Nigel Speight
Release Date	November

WILD WEST SEYMOUR

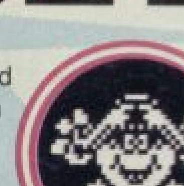
CodeMasters (As part of the *Superstar Seymour* compilation)
☎ 0926 814132

Raw hide! Seymour polishes his spurs, rubs some dirt into his jeans and gets ready to swipe that mischievious moustache from under El Bandeeto's very nose!



Being rude to me, eh? I think that counts as a provocative action. (Slap!) Remember your manners, young Seymour.

Yep, the only loveable blob of lard this century has taken to the wagon trail for his next movie. There are piles of sand and rows of cacti waiting to be made into a realistic desert set, the American Indians are putting the final touches to their feathery tiaras. The make-up girls have taken the shine off of Seymour's nose and the director's ready to shout 'Action'. But hang on a mo, where's the script? Why isn't the camera working? Where's the Game Genie? And where's that dastardley El Bandeeto run off to now?



Well darn me, it looks as if this here fillum ain't gonna be made after all – not without your help. To get the Seymour show back on the road, youre going to have to help the soft and squidgy one get all the equipment together. Here's some good advice, start talking – you never know what someone's got to say 'til you ask 'em.

Once the cameras start rolling it's time to take a little trip across the good ol' US of A. There are Indians to wave at, horses to ride, bandits to shoot, gold to be found and a Game Genie to help you out. The Game Genie likes nothing better than helping people play games. Look out for the special codewords at the end of each act and tell them to the Game Genie. In return, he'll give you some darn good advice. Yip yip!

All in all, it looks like our Seymour could be due for another Oscar. Yee-ha!

FAX BOX

Game	*Wild West Seymour*
Publisher	CodeMasters
Price	£12.99 (as part of the *Superstar Seymour* compilation)
Game design	Big Red Software
Release date	November
Lassoes	Arthur Pinker (Gentleman's Outfitters)

REPLAY

Wherein rumbustious Rich realises racy re-release reviews, raises rafters, rends rhinoceroses! (Darn.)

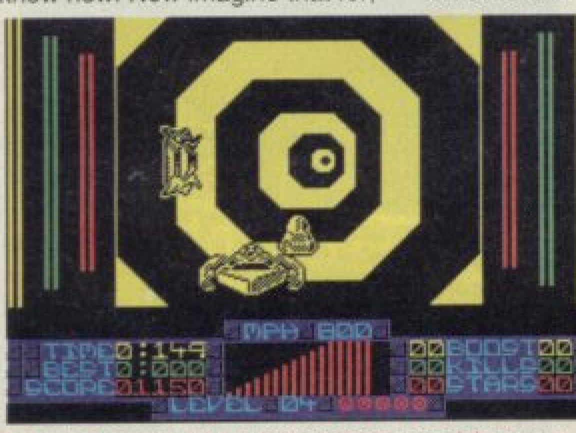
STUN RUNNER

Hit Squad/£3.99 cassette
☎ 061 832 6633



How can I best describe *Stun Runner*? Imagine someone has taken a number of empty Smartie tubes and wedged one end inside the other to form one big tube. This person has also then bent the tube so that it twists and turns in the way only Scalextric tracks know how. Now imagine that for, er, unspecified reasons, you have been shrunk down to the size of an ant and (presumably for the same unspecified reason) the orange Smarties has turned into a kind of motorised bobsleigh.

Got all that? Now as far as the actual game is concerned, envisage yourself clambering aboard this fictitious orange Smartie-cum-motorised-bobsleigh and racing around the empty Smartie tubes. That then is your game. *(In other words, you could have just described* Stun Runner *as "like a bobsleigh run in an enclosed tube," Ed.)* Simplicity at its best and, I'm afraid, a coin-op conversion at its worst.



If you look closely, the big sprite at the bottom of the screen looks like an angry, big-armed robot. Spook!

Speed and Exhilaration were the names of the game for the coin-op, Slow and Totally Unconvincing being more suited to all the computer conversions. You move left and right to follow the outside of the track to gain speed, you use up and down to aim your laser to shoot the enemies, you collect smart bombs, you run over turbo pads, you leave the tunnel and enter open road and you finish one course and get onto another. And you can't help noticing that the last course is precious little different from the last, give or take a colour change. And you can't help thinking that instead of zooming down a tunnel, it looks far more like lots of concentric circles jerking towards you. And you can't help wanting to say, trying to let it down a gently as possible, that it's just not quite the game for you. **Rich**





I was going to crack a gag about racing along a spooky giant football scarf, but nobody here knows which team's colours are green and black, and Stuart's gone to lunch.



41%

BADLANDS

Hit Squad/£3.99 cassette
☎ 061 832 6633

Ivan 'Iron Man' Stewart's Super Off Road Racer? Professional Grand Prix Simulator? Supersprint? Ring any bells? *BADLANDS*?? All (but the Codies' effort) coin-op conversions, all basically the same game, and now all available for less than the cost of a very small, decent (ish) meal at your nearest Little Chef.

And as ever, these overhead racing things always tend to be fun, and especially with a friend. Fun, in fact, in this order.

1) *Super Off Road Racer*
2) *Badlands*
3) *Grand Prix Sim*
4) *Supersprint*

Supersprint and *Grand Prix Sim* were pretty crap anyway, so let's not bother scrutinising them any more. Then came *Off Road Racer* – a game that simply oozed quality (as opposed to bad programming). Here you didn't race around on a black void – you raced over bumps and jumps. So the handling of the car and the graphics had to compensate – there are 112 different truck sprites the game can choose from. And believe me, it's effective – give or take quite a lot of colour, you could probably almost mistake this for the arcade original. (Well, after a few jelly babies, anyway). The satisfaction of successfully pulling off a jump, deliberately ramming an opponent from the track or skidding around a corner to the relatively boring accelerating and braking necessity of *Badlands* is like riding a BMX pulling wheelies, jumping from kerbs and skidding over grass as opposed to riding it sensibly along the road.



(Oh, it fair takes me back to my younger days. The world seemed a nicer placce back then. Ed) Get a grip, Linda!



(Oh, it's the first game I reviewed for YS. Sob. Sniff. How it brings a tear to my eye. Wibble. Ed) Nostalgia, eh?

Of course, both games involve the usual expedient of collectables-as-you-drive in order to soup up your vehicle, *Badlands* perhaps winning here with a case of 'if at first you don't succeed, buy some missiles, blow up your opponents or even annihilate some of the scenery instead'. Both also feature eight tracks (*Badlands*' are again more varied) but at the end of the day, *Road Racer* is more fun, and that's (let's face it) what counts. Wibble.
Rich



70%

† 'He's the Consoul!' whispers Andy, pointing at the drummer. 'That style of platform boots went out of fashion in 1971.' Nimbly avoiding the other members of the band, you confront the drummer. His SCARF is 10, his JELLY 11. If you beat him, turn to page 17.

Compilation

RACE PACK NO 4

Zeppelin/£3.99 cassette
☎ 091 3857755

The good old days, eh? But that's enough reminiscing – I don't tend to go in for these long, waffly introductions myself. So on with the review.



Well, the one on the left reminds me of a happy family playing with a dog, the one in the middle is a flower and the three at the bottom are sheep. Is that right?

Full Throttle

"Crank up a joystick, rev up and you're off! This has to be the best racing game on two wheels..." Of course at the time that this was originally written, *Super Hang On*, *Enduro Racer*, numerous budget games (and probably a few other full-pricers that I can't remember) hadn't been written. In fact, blame Jon if I'm wrong *(Hey! Jon)* but I don't think that there was another racing game on two wheels at the time of writing. Which meant that you could get away no scenery, a flickery track



Felix roared around the third curve at Silverstone, overtaking Sharkey and Mrs Trimble from the corner shop. Suddenly he was struck by a horrible, nagging doubt. What if he wasn't riding a bike at all, but a unicycle? It was a scary thought.

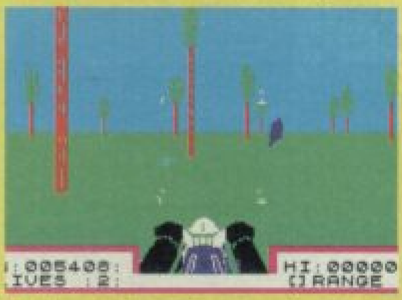
and competitors who literally merge into one great lump because no one had ever seen a racing game before where there *was* scenery, the track *didn't* flicker and the competitors actually *moved* liked humans. Today though, well, just try to sort out the anagram 'pcar'.



31%

Deathchase

Hurrah! The Your Sinclair Number One All Time Top Game On The Speccy (At Least, According To Stuart Campbell), or,T Y S N O A T T G O T S (A L A T S C) for short. Admittedly, you haven't lived if you've never played *3D Deathchase* – remember the forest-chase section of *Return of the Jedi* where Luke and Leia jump onto jet-bikes and zoom off through the trees (why didn't they just fly*over* them, Jon pointed out?) – this is essentially *3D Deathchase*, with you on the bike, zooming through the trees with left, right, accelerate and fire controls at your disposal (1, 0, 9 and SPACE if you please). Oh, and 8 for break, but you won't need to worry about that as you'll be having far too much fun shooting



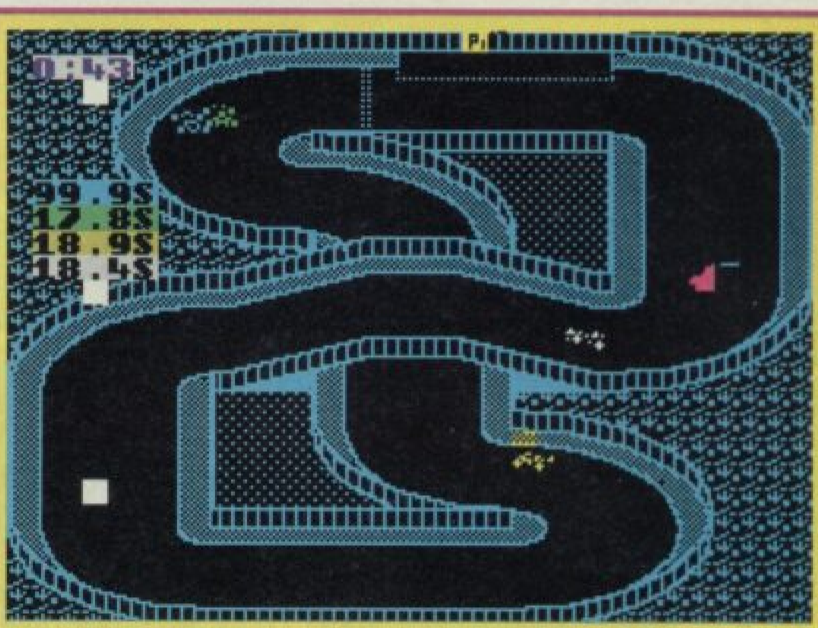
It's the great *Deathchase* puzzle: why are the rider's hands back-to-front? Perhaps he's hideously disfigured. Or there are really two one-armed cyclists.

baddies (you even get to shoot the competitors out of *Full Throttle*) and driving into trees. This is one of those games that you'll stare at despondently on your first game and think – nah. And then you'll be hooked.

82%

3D Grand Prix

Ooops – I forgot about this one in the review of *Badlands*, and it took me ages, too. So you'd better make that list of *Supersprint* rip-offs (in descending celebratedness)

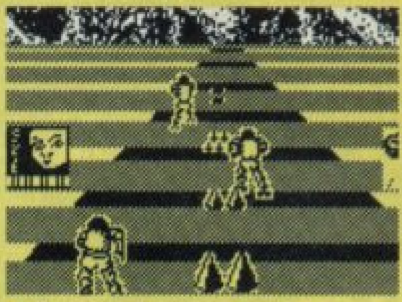


Thank you. This photograph is an overhead view of the second track in a Spectrum computer game known as *Grand Prix*. As you can, it forms a Nilshöffen Unreal Knot, which enabled me to unravel the secrets of the universe. And the next slide please.

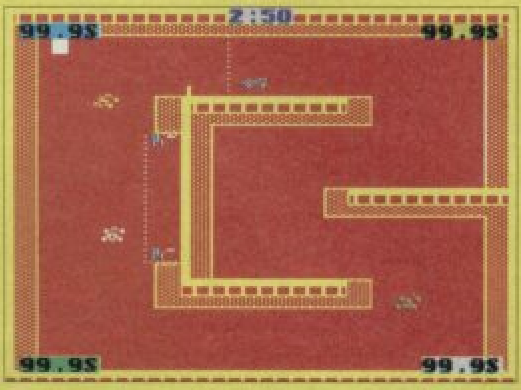
1) *Ivan 'Iron Man' Stewart's Super Off Road Racer*
2) *Badlands*
3) *Grand Prix Simulator*
4) *Supersprint*

With *3D Grand Prix* coming in at three and a half. It's the view, you see, it's not entirely from the top – it's from above and back a bit. More so than *Off Road Racer*. So it becomes sort of 3D. Except you can still see yourself when you go under the bridge, which completely ruins the effect. And you're back to racing on a black void. And your car doesn't handle too well (you can reverse though). And there are no bonuses or power-ups to collect. Let's just say, this is a game that has been bettered, er, twice and a half.

65%



It's healthful, vigorous exercise is skating. You're using every muscle in your body when you skate, you know. Or was that when you're stretched in all directions at once by a black hole?



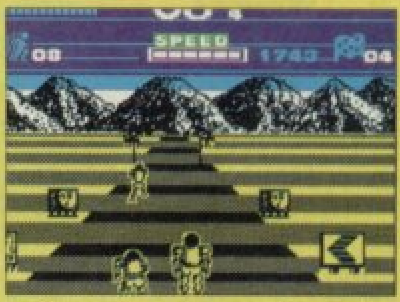
Tracy roared around the third curve at Brands Hatch, overtaking Shimley and Mr Bun, a stuffed rabbit from Calvin and Hobbes. Suddenly she was struck by a horrible nagging doubt. What if David Icke was right?

Turbo Skate Fighter

An into-the-screen race to the finish line along a track littered with obstacles such as spikes and pillars, your opponents who can be punched out of the way (but avoid them as they fall). The highscore table is quite nice, as to the game - Why? is alll can say.



Deathchase and *Full Throttle*, in case you hadn't realised, are old



As Simon whispered past on the outside, hell-bent on catching Roger in the distance, Katrina rolled to a stop and disguised herself as Robocop.

just-when-the-Speccy-came-out full pricers, and today may look dated, but are still probably worth seeing all the same. As with *Grand Prix*, *Skate* was/is an old Zeppelin game and, in this case, I can't help thinking they were deliberately trying to be original. I'm afraid it hasn't worked.



29%

Nor have I really ever found much joy in long winded conclusionary bits. *Deathchase* is a pleasant reminder of how good full-price Speccy games used to be and still plays well today. (There you go, Stuart). The other bits are, well, best forgotten really. Or maybe loaded up once, just for the hell of it. **Rich**



60%

? The woman points triumphantly. 'Ooo, that's against the law that is. Here, have my son Walter's.' You take the orange, and on the woman's advice, break it in two and share it with your companion. It's very nourishing – add two to your JELLY rating. 'Aye, it was my son Walter's orange,' says the woman sadly. 'He won't need it now – he's joined the army.' If Andy is with you, turn to page 30. Otherwise, you press on into the forest. Turn to page 16.

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75 MARCH ONo YS75
Full games of *Firelord* and *Impossaball*, plus a demo of *Devastating Blow* on the tape. Inside! *Space Crusade* Megagamed. *Double Dragon 3* and *Super Seymour* reviewed. Plus! That famous Support our Speccy letter.



76 APRIL ONo YS76
On the tape – complete games of *Sphinx Jinx* and *Blood Of Bogmole*, and demos of *Space Crusade* and SAM *Batz 'n' Balls*. Inside there's the best adventures and loads of SAM games. Plus! A free badge too. Hurrah!



77 MAY ONo YS77
On t'tape there's full games of *Mazemania* and *Quest Adventure* and a demo of *Tilt*. Plus! Free Indy doorhanger. Inside! *The Addams Family* previewed, *Potsworth and Co* Megagamed and absolutely tonnes more.



78 JUNE ONo YS78
What a tape! Full games of *Dark Star* and *Mission Omega*. Plus! *The Addams Family* and *Astroball* demos and the *GACPAC* utility. And! An extra special 16 pages of tips and a fabby Steg the slug high-score card! It's happening.



79 JULY ONo YS79
Full games of *On The Run*, *2112 AD* and *Non Compos Mentis 2*. Plus! A playable demo of *Turbo The Tortoise* on the tape. Inside! *Captain Dynamo*, *Grell and Falla*, *Snare* and *Steg* reviewed. Plus! Speccy hardware rounded up.



80 AUG ONo YS80
Holy haddock! YS goes Bat-bonkers with a rather super Batman special. Inside, Batman and Robin round up the bat games. On the tape – complete games of *Defenders of the Earth*, *Forbidden Planet* and *Logo*. Smashing!



81 SEPT ONo YS81
Popeye 3 Megapreviewed and *Sleepwalker* reviewed inside. On the tape you'll find complete games of *The Famous Five*, *Ant Attack*, *SAM Tetris* and *Block Dizzy*. Plus! *Match of the Day* demo and a PD demo.



82 OCT ONo YS82
Inside, *Tag Team Wrestling*, *Match of the Day* and the *SAM Adventure System* reviewed. *Reckless Rufus* Megagamed. Full games of *Wriggler*, *Anttilis Mission*, *Mental Block* and *Z-Man* on t'tape. Plus! A PD utility and a SAM demo.

WANT A CLUE? HERE'S A FEW!

DOWN

1. Codies give us four games in one pack. (7)
3. The ultimate *Street Fighter 2* bad guy. (1, 5)
5. One half of the Codies' gardening team. (5)
6. A rather useless discipline practised by a certain tortoise. (3, 3)
7. Sharkey had one in Zeppelin's *Op Wolf* clone. (4)
8. *Hydra* was, *Santa's Xmas Caper* was, Stuart Campbell thinks everything is. (4)
9. Um, what you're writing this with, possibly. (3)

ACROSS

2. The memory type, not the male sheep. (3)
4. The size of Seymour's Red programmers. (3)
10. This puzzle game's Beyond Belief. (5)

Send your answers to: YS November Crossword, YS, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets some YS goodies! Thanks (again!) to Leigh Loveday for the crossword. If any of you fancy trying your hand at a crossword, then just send one in.



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■ For sale – Spectrum 128K +2A with box. Also loads of magazines and tapes, old and new. All in good condition. All for just £110. Also willing to separate if necessary. **Phone Nigel on 0485 540497.**

■ Spectrum +3 for sale. £700 worth of software and hardware, games, utilities eg *Tascalc +3, Tas-spell +3*, Masterfile +3, Multiface 3, mouse, lightgun, 100 magazines and lots of cover tapes, welcome to offers for the lot, or will split. **Phone 0420 62717.**

■ Speccy +2, joystick, dual interface, mouse package, light pen, digitiser, working Multiface + *Lifeguard*, two art packages, various utility programs, loads of mags (YS mostly). £230 worth of games like *North & South, Lords of Chaos, 3D Construction Kit, WWF*. OK condition. Sell for £280, so if you're still conscious **phone Adrian on 0272 312339.**

■ Spectrum +3 disk drive, £300 worth of games disks and tapes, 2 joysticks, mags, ex condition, boxed. £185. **Phone 0792 391048.**

■ Spectrum 128K +2 . Excellent condition, includes Genius Mouse and Art Package, Modem and Speed King Joystick, plus 50 magazines and 300 ogames, including *Shadow Warriors,Batman,NZ Story,Crazy Cars 2* and lots more. Will sell for £200 or nearest offer. **Contact Tom on 0428 723261.**

■ For sale – Spectrum 48K, joystick,tape recorder, 50 games incl:*Chase HQ, Super Monaco G.P., Barbarian and Leader Board*, also incl manual. £50 **Contact John on 0634 715464.**

■ Spectrum 48K, with tape deck, 14 games, joystick interface, manual with programs, all leads & joystick £80 ono **Ring Neil on 0827 288063.**

■ Spectrum 128K +2, 80 games, lightgun, Navigator joystick, mags, POKEs, *Gold Silver Bronze Sports* games, *Hero Quest* and *Stun Runner*. All for £100 ono. **Ring Andi on 0244 536495.**

■ Spectrum+3 with lightgun, tape recorder, joystick, Multiface 3 and over £200 worth of games (like *Carrier Command, R-Type* and *Stunt Car Racer*). Also 30 mags leads and manual. All for £170 ono. **Contact Paul on 0255 221831.**

■ For sale! Spectrum 48K+ with datacorder, manual, all leads and many mags and about 30 games including *Ghostbusters 1* and *2*, in excellent condition. £75 ono. **Tel Jon on 0446 796464.**

■ Spectrum 128K +2, two joysticks and over £250 worth of software including *Line of Fire, Turtles, Wheels of Fire, Bubble Bobble* and much much more. Excellent condition only £150. **Tel Mark on 061 3707227.**

■ For sale! Spectrum +2 in excellent condition with joystick, over £1000 worth of software, Datel sound sampler, manuals and books. Sell for £300. **Phone 08677 4966 and ask for Joseph.**

■ Spectrum +3, Multiface 3, over 200 great games all on disk, cassette deck,two joysticks, many programming manuals and about 50 Spectrum magazines. Cost over £300, will sell the lot for only £160. **Ring Eddie on 0706 376141 now!**

■ Spectrum +2, with two joysticks and over £200 worth of games (including *Switchblade, Turrican, Batman The Movie* and *Dizzy*.) Complete with all leads, manuals and tape recorder. Good condition, will accept £170 ono. **Phone James on 0742 583215.**

■ Spectrum +2A, interface, Powerplay joystick, lightgun, over 50 games (including *Ironman, Fiendish Freddy, Dizzy Collection*). Everything still boxed, 2 years bound YS magazines and Tipshop Tiptionary. Excellent condition and only £140 ono. **Phone Scott on 0532 587034.**

■ Spectrum 128K +3, Multiface 3, Matsui ghetto blaster, loads of games on tape and disk (including *Chase HQ, Midnight Resistance, Tasword +3* and *Masterfile +3*). Over £275 of software and worth over £625 together. All boxed and in good condition for only £500 . **Contact Tim on 0485 50201 after 5pm.**

■ Spectrum 128K +2 with lightgun, three joysticks and over £400 worth of games and computer desk. Only £200. **Ring 0925 226252.**

■ Sinclair 128 +2, Multiface 128, Kempston interface, Sinclair joystick, Opus Discovery disk drive, approx 50 3' 5" discs including 200+ games (some cassettes) and two programming books. £100 ono. **Ring 081 8649083 after 6pm please.**

■ Spectrum 48K computer, mags, tonnes of games, Kempston joystick and Turbo back light pack. All for £50 ono or will swap for a Sega. **Ring Andi on 0244 536495.**

■ For sale – Spectrum +2A, Cheetah 125+ joystick and over £150 worth of games (including *3D Con Kit, Turtles* and *Arcadia*) only £160. **Phone Omar on 041 632 6831 after 5pm.**

■ Speccy sale bonanza! Spectrum +3 £50, cassette recorder £10, two joysticks and interface £15, over 100 original games (worth over £500) £200, Genius mouse pack and art package £25, over 100 Speccy magazines (YS,SU, Crash) £75, or will sell the lot for £325. **Ring Keith on 0626 62536 after 6pm.**

■ Sinclair QL for sale with eight spare Microdrive cartridges, no manuals – £30 or swap Multiface 128 for Spectrum. **Ring Bob 0793 528389 evenings.**

■ Spectrum +2, 128K plus £300 worth of games, joystick, interface and modem. All in mint condition and all for only £100 ono. **Tel Martyn on Wearside 5369749.**

■ Spectrum 128+ (still boxed), datacorder, joystick and over £200 of software (including many wargames). Offers near £150. **Phone Kent on 0935 851 302.**

■ For sale – Spectrum +3, with Multiface 3, hundreds of games (including *Robocop 2, TMHT* and many more), joystick, mouse, *Artist 2*, manual datacorder, 11 blank disks and all leads. Sell for £180. **Call 0672 851 257.**

■ Spectrum +2A 128K, over 190 games, joystick, manual and loads of mags. All for £75 ono. **Please phone Ben on 0633 421288.**

■ Spectrum +2A plus lightgun, two joysticks and over 170 games (including *Turbo Outrun* and*Chase HQ*). Comes with all leads and manual. Will sell for £150 in Scottish area. **Ring Raymond on 0382 610211.**

■ For Sale – Rotronics Wafadrive with four wafers and user manual – £30 ono. Will swap for *DTP Wordmaster* or three *Font Packs*. **Ring Bob 0793 528389 evenings.**

■ Spectrum +2 128K, excellent condition, over 120 top games and joystick for just £85. **Telephone Darren on 0446 774834.**

■ Spectrum +3 with built in disk drive, over 16 disk games and three tape games, tape leads and joystick. Grab it now at only £100 ono. **Ring 0932 565631.**

■ Spectrum +3, disk drive, television and tape recorder leads. £100 worth of games and mags, excellent condition with manual worth £300. Bargain at £150. **Phone Nick on 021 445 6032.**

■ Sinclair QL, microdrive, software including *Psion, Chess* and *Snooker*. And four blank microdrives, all boxed, any offers. Also Spectrum 128K +2, £200 worth of software, joystick, books and mags, any offers. **Phone 0480 61279.**

■ Speccy 128K +2A, two Kempston joysticks plus Interface. Leads, box, manual, 100 games. Only £140 ono. **Tel 0954 781373 and ask for Daniel.**

■ Spectrum +2 for sale, plus two joysticks, AMX mouse, £595 worth of games for £235. **Phone David West after 6pm on 0666 822687.**

■ Spectrum +3 for sale with Competition Pro Clear joystick and cassette leads. (Also games including *Chase HQ, Turrican, Solid Gold* and *World Class Leaderboard*.) All for £125 ono. **Tel 0277 658456.**

■ Spectrum +3, Multiface 3, SP6 tape to disk, *OCP Art Studio*, Kempston interface, two joysticks, books, over 75 games on disk and 200 games on tape, 50 magazines with cover tapes, nearly everything under a year old and boxed including computer and free zeon games console with six games, two joysticks and lightgun for £220. **Phone Mat on 0494 718134.**

■ Printer – Citizen 120D – 80 column dot matrix printer. Perfect working order, boxed with manual, Serial Interface with Spectrum +2 lead £65. **Phone Paul on 081 568 8526.**

■ Spectrum +3 light phaser pack, well-known games (tape and disk), tape recorder and lead, Quickshot II Turbo joystick, YS mags and others complete with tapes. All for, yes you won't believe it £150! **Phone Richard on 0766 513453.**

■ For sale – 48K with disk drive, tape recorder, Speed King joystick, disks, games old and new from *The Hobbit* to *Robocop 2*. *Tasword* and files included on disk. Price £50 the lot. **For details phone 0280 705205 and ask for Pilch.**

■ Speccy +2, multiface 128, twin joystick Interface, joystick, over £300 worth of games and loads of mag covertapes. All leads and the manual as well. Offers around £150. Go on! You know it makes sense! **Phone James on 0483 503865.**

■ Spec +2, interface, joystick, Currah U-Speech, light gun with six games, over 140 games (approx £1000) – *Chase HQ, Nighttbreed*, over 30 cover tapes, few mags. Price £300 ono, all good condition. **Tel 081 310 8401 after 4pm ask for David.**

■ Spectrum +2A, joystick and adaptor, TV lead, power supply, light gun, about 60 games £150 ono. **Phone Christian on 0269 596275.**

■ DISCiPLE + drive £25, 48K Speccy in Saga Elite keyboard £25, large collection of books (machine code etc) plus magazines available. Ring for details, all offers considered. **Phone John on 0734 479421.**

■ Speccy +2 with over £450 worth of games, 18+ magazines, AMX mouse, joystick, all the leads, speech box, games such as *NARC, Golden Axe, Bubble Bobble, Turtles* etc. **Phone Philip on 091 5266251 after 5pm.**

■ Spectrum +3, with two joysticks, Multiface 3, 100s of mags, manual datacorder lead and over £200 of software plus blank disks for £285. Bargain! **Phone Ben on 0274 491177.**

■ Speccy +3, about 300 games including *Man Utd Europe* and *Tracksuit Manager*, joystick, tape recorder and leads. All for only £175 ono. **Phone Sam on 071 731 2779 after 6pm.**

■ For sale – Spectrum +2, £500 worth of games (including *Narc, Robocop* and *3D Construction Kit*), loads of Speccy mags, Cruiser joystick, worth £700 – Sell for £200. **Phone Martin on 0908 677140.**

■ Spectrum 48K with games worth £90. Excellent condition includes manual and leads, all boxed. **Phone Richard on 0485 540857 after 4.30pm.**

■ Spectrum 128 +2, joystick plus lots of games including *Gunship, Stunt Car Racer, European Super League* and *Turtle*. £190 ono. **Phone Karen on 0656 864717.**

■ I'll swap my Spectrum +3 with tape recorder, Multiface 3, and much software on disk and tape for your Sega Megadrive with two cartridges (will consider paying for extra cartridges). **Ring Simon on 0272 517534.**

■ For sale – ZX Spectrum + 2A, lightgun and games, Your Sinclair mags, about £400 of software and all leads. Also two Spectrum +2As for sale (spares only). The lot for £150. **Contact Adam on 0473 725241 after 6pm.**

■ Disk drive with interface backup system – back up any game to disk- to suit Spectrum 128K. As new £100. **Tel 09314 377.**

■ SAM Coupé for sale. 1990 ROM, *SAM Tape 3*, art package and games for SAM and Speccy. Lead and manuals included and Cheetah joystick. £200 ono. **Tel 0670 851172 after 4pm, ask for Neil.**

■ Spectrum 128K +2.plus 70 games and joystick. £150 only. **Tel Chris on 0726 63735.**

■ SAM Coupé 256K with disk drive, new ROM, printer interface, user guide, demos, *Defenders of the Earth, Tasword 2* and some compatible Speccy games – £175 ono. **Call Barry on 094 46 485 after 6pm.**

■ Sinclair Spectrum +2 with Multiface 128, joystick, over £340 worth software, £100 worth Spectrum magazines with accompanying tapes, manuals, adventure book, excellent condition. Worth over £600, will sell for £200. **Phone Steven on 0562 60576.**

■ Spectrum 128K +2 for sale with joystick and over £100 worth of software – *Rainbow Islands, Chase HQ, Myth, Untouchables, Ghostbusters 2, Tennis Tour, Leaderboard Par 3, Emlyn Hughes Soccer* and more. Will sell for £110 ono. Great condition. **Tel Duncan on 061 4408446.**

■ Spectrum +2, excellent condition, 300+ games, two joysticks, mouse, disk drive, interface, printer and disks – worth over £600, but I'll sell the lot for £300. What a complete and utter bargain! **Tel David on 021 444 5712 after 4pm weekdays.**

■ Spectrum 128K +2 for sale. Includes Cheetah joystick, over £100 worth of games, light gun, a bundle of mags, covertapes, user manual, programming book and loads of games. Will sell the lot for £80. **Call Jon on 0925 763155 after 7pm.**

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■ Rasputin PD wants your original programs. If you have written a program (any sort will do) we will be glad to swap on a one to one basis. **Phone 0538 722626 and ask for Ian. Please phone between 6.00 – 9.00pm.**

■ Swap my *TMHT* and *Blasteroids* for your *Trap Door* and *Mercenary*. Also swap *North & South* for my *Hollywood Collection*. Originals only please. **Phone David on 0562 755888.**

■ Will swap *Golden Axe* (with instructions) or *Lone Wolf* (without book or instructions) for *Emlyn Hughes International Football* or *World Soccer*. Will also swap *Renegade 3* for *Kick Off*. **Phone Andi on 0384 67380 weekends only.**

■ Loads of Spectrum games for sale. Send for list today. **Phone Matthew on Bristol 318129.**

■ I will swap games for games or for magazines, any year YS, S User, Crash, Computer and Video Games. I have 3100 games. **Phone George on Budapest 361 2761638.**

■ Simulation bonanza! *Acrojet, Red October, Gunship, Echelon, Harrier Attack, Blue Max, Spitfire 40, F15 Strike Eagle, Silent Service, Carrier Command* (128K), *Night Raider, Project Stealth Fighter, Advanced Tactical Fighter*. £5 each or £50 the lot. **Phone Ahmet on 071 737 3601 after 3pm.**

■ For sale! Budget games from 50p to £1.25 and full pricers from £2 to £4. **Ring 0602 702341 and ask for Ben.**

■ I'll swap *Gauntlet, Back to the Future, Paperboy, Silkworm, Star Wars, Alchemist, Manic Miner* and *Chuckie Egg 2* for *Robocop, Shinobi, Wonderboy* and *Altered Beast*. One for one and two for *Wonderboy*. **Ask for Ali on 0204 64871.**

■ Over 300 games and over 80 Speccy mags for only £45. **Phone Paul on 0709 816690.**

■ Loadsa games for sale. Prices range from £2 (*R-Type*) to £8 (*Double Dragon 3* and *Rodland*). Others include *Shadow of the Beast, Outrun Europa, G-Loc* and *Taito Coin-op Hits*. **Tel Gavin on 0261 812973 after 5pm.**

■ Your *Nightshift* for my *Kwik Snax, Indiana Jones and the Temple of Doom, Short Fuse, Barbarian 2, Crazy Cars, Wizard Willy, Prince Clumsy, Hong Kong Phooey* or *Terramex*. One of yours for three of mine. Originals only, must be in good condition with instructions. **Phone David on 0289 306124 after 4pm.**

■ For sale! £500 worth of classic Spectrum games and £150 worth of computer magazines, including early copies of Your Sinclair. Will sell the lot for £130 ono. **Phone Jason on 0902 892682.**

■ Lots of games for sale! Including *Running Man* and *Xybots*, prices from 50p. Also Tipshop Tiptionary for £5. **Ring Paul for list on 0902 674034 after 4pm.**

■ Tonnes of games for sale or swap. I would like *Gunship* or *G-Loc* for *Smash TV* and *WWF*. **Call Jason on Bilston 491610.**

■ Software for sale! *Red Heat* £2, *Predator* £2, *The Untouchables* £3, *Street Fighter* £2, *Bak to Skool* £1.50, *Super League Soccer* £1.50, *Return of the Jedi* £2 or £11 for the lot. **Phone Matt on 0458 72157 after 5pm.**

■ I've got some games I've played too often. If you suffer from the same problem then ring me. It would help greatly if you lived in the Newcastle area. **Ring 091 2534125 and ask for Alasdair.**

■ Spectrum games wanted! Originals only. *Quazatron, Jet Set Willy, Frankie Goes to Hollywood, Little Computer People* and *Vulcan*. I'll pay £5 for one, £12 for two, £20 for three, £28 for four and £38 for all five. **Phone 0795 477827 after 6pm on weekdays and an ytime at the weekend. Ask for Mark.**

■ Loads of Speccy games for sale! Very good prices (*100% Dynamite* £2, *NARC* £1.50, *Shadow Warriors* £1.50). Tapes only. **Phone Max on 0582 767563 for a list.**

■ I will swap my *Fast Food, Through the Trapdoor* and *Trapdoor* for your *Chase HQ*. **Call David on 0785 56015.**

■ For sale! *Turrican, Double Dragon 2, Panic Dizzy, Indy, Last Crusade, Spy Hunter, Chase HQ, Powerdrift, SDI* and *Tomahawk*. **Phone David anytime on 0323 899478.**

■ Your *Adidas Championship Football, Space Crusade, Rodland, Astroball* and *WWF* for my *Shadow Warriors, Turrican, Midnight Resistance* and *Chase HQ 1* and *2, Road Blasters, R-Type*. One for one, originals only. **Phone 0653 694932 and ask for Daniel.**

■ For sale! Loads of Speccy games including *Combat School, Enduro Racer* and *Dizzys*. Will sell budget games for £1, and full pricers for £2.50. **For list phone Dave on 0964 622942.**

■ For sale – brand new games including *Silent Service, Gunship* and *Ancient Battles*. All offers considered, buy or swap. Also 100s of games for sale or to swap. **For list or info on games phone 0628 32352 after 5pm on weekdays and anytime at the weekend.**

■ 130 recent games for sale. All originals, including *Shadow of the Beast, Iron Man, Tetris, Elite* and *Bionic Commando*. Will sell separately or you can have all 130 for £100. **Phone Chris on 0664 79525 for the whole lot or a list.**

■ I have originals of *The Great Space Race* and *Spy vs Spy*. Both boxed, with instructions and in very good condition. Best offer gets the games. **Phone 0770 81270 today and ask for Bish.**

■ For sale! 35 top titles for the Spectrum +2 for £50. Will split. **Phone 0912735103 on school nights and ask for Aiden Junior.**

■ I will swap *Chuckie Egg 2, Speedzone, Dan Dare 2, Ninja* and *Bomb Fusion* for *Total Recall*. **Call David on 0224 869474.**

■ I'll swap my *Rick 1, Super Seymour, Neverending Story* for your *Mercenary, Seymour Goes to Hollywood* and *Chase HQ 1*. One for one, two for two or three for three. **Phone Craig on 0978 310968 after 5pm.**

■ 13 of the best games for sale including *WWF, Simpsons, Pit-Fighter, Powerdrift, New Zealand Story, Chase HQ, Turrican, Gazza 2, Robocop 2, Bubble Bobble* and more. Full pricers no more than £7, all budgets £2.50. **Call Si on 0604 870285.**

■ Interested in adventures? I would like to swap adventure games, does anyone have *Valyrie 17*? **Phone 0628 32352 after 5pm on weekdays and anytime weekends.**

■ Bargain! *3D Construction Kit* only £10. **Call Jason on 0753 540532.**

■ 2400 Multiface POKEs. **Ring Ian on 0902 409969 for more details.**

■ For sale! I've got over 150 48/128K games which include titles like *SWIV, Switchblade* and most of the Dizzys. Prices range from £1 – £7. **If interested, phone 0282 413279 after 5pm and ask for Lee.**

■ What a great offer! I'll swap *X-Out, Pool, Cauldron, The Evil Dead* and *Afterburner* or *R-Type* for *TMHT*. **Phone Paul now on 0255 426122.**

■ I will swap my *Ninja Spirit* and *Double Dragon 2* for your *NARC* and *Dragon Breed*. **Tel 0900 62766 and ask for Garry.**

■ I will swap my *Ghostbusters 2, Kick Boxing, Transam* and *Frank Bruno's Boxing* for your *Lemmings* or *Golden Axe*. **Call Matthew on 0432 354117.**

■ Swap! My *Battle Stations* and *Moonwalker* for your *Castlemaster* on +3 disk. Also, Hi-Soft BASIC for sale – £4, or will swap for almost any +3 game on disk. **Ring Andrew on 0756 790424 and you're virtually guaranteed a deal.**

■ For sale! £200 worth of 48/128K games. All originals plus mags and two joysticks. Games include *SWIV, Turrican 2, Golden Axe, Rainbow Islands* and *Midnight Resistance*. All for only £65. **Ring 0543 277949 and ask for Jonathan.**

■ I will swap my *Slightly Magic, Frankenstein Jnr* or *Kwik Snax* for your *Titanic Blinky, New Zealand Story* or *Trapdoor* or *Seymour Goes to Hollywood*. Originals only. **Phone Adam on 0277 811383.**

■ 40 tapes plus tips and cheats for £17. **Please phone Gabriel on 081 659 7185 for list.**

■ For sale! *Powerdrift* £5, *Days of Thunder* £7, *Cabal* £5, *Rainbow Islands* £5, *Operation Wolf* £5, *Slightly Magic* £3.50, all Dizzy games £3.50 each and loads more bargains. **Ring Simon on 0638 577267.**

■ ZX Spectrum Shareware – all programs under £1.49. **Call 0422 834845 for more details.**

■ Swap! My *Golden Axe* and *Rainbow Islands* (tape) for your *Battle Command* on +3 disk. Will consider a tape version too. **Phone Hog on 0756 790424.**

■ Loads of Spectrum games for sale! Including *UN Squadron* £5, *Golden Axe* £2.50 and *Kick Off 2* £2.50. **Phone 0362 696200 for details. Ask for Tim.**

■ Swap! My *The Running Man* and *Predator 2* for your *Turtles: The Coin-op*. What a barg, eh? **Call Luke on 0329 282600.**

■ For sale! original boxed games like *Total Recall* and *Robocop 2* for £3. All budget games like *Super Dragon Slayer* and *Magicland Dizzy* for £2. I also have compilations for £7. **Phone Colin on 0236 875161 after 4.15 pm.**



It's the longest list of reader ads in the whole Speccyverse. Now you can get your mitts on that game or piece of hardware that you've always wanted.

■ Speccy 48K and 128K games for sale. Approx 270 decent games for £60 ono. Interested? **Then phone Joel on 0203 543782 from 5pm.**

■ For slae! The *Dizzy Collection, EFTPOTRM*, old 48K classics, Interfaces 1 and 2, joystick, old mags, 48K dust cover and many other games. Prices range from £2 – £5 ono. **Ring Max on 071 226 1997.**

■ Swap! *Ghouls 'n' Ghosts* for *Toyota Celica GT Rally* or *Lotus Esprit*. **Ring Nik on 061 4317158.**

■ Swap! My *Magicland Dizzy, Match Day 1* and *New Zealand Story* for your *Dizzy Down the Rapids* and *Double Dragon 3*. **Tel Jason on 0298 812922 after 4pm.**

■ For sale! Over 100 Spectrum games worth £120, will sell for £75 or 99p each. Games include *Moonwalker* and *ATV*. **Contact Leon on Sale 973 7386.**

■ Loadsa Spec games for sale! none above £5, even full pricers are only £3. Also YS mags, SU and Crash for sale. **Ring 0602 702341 and ask for Ben. Hooray!**

■ Look! All I want is *Mario Bros* and I'll swap *WWF* and *Rainbow Islands*. **Phone Dominic on 0902 491610 after 6pm.**

■ Swap! *Shadow of the Beast* (boxed) for *Hero Quest* (boxed). Originals only. **Ring Adam on 0562 823345. Hurry!**

■ *Movie Premiere* for sale, as new. Was £14.99, now £10.99 ono. **Ring 021 5504371 and ask for David.**

■ Swap! *UN Squadron, Double Dragon* and *Strider 2* for *Turtles: The Coin-op*. Also swap *Chase HQ, Mountain Bike Racer* and *Crime Busters* for *Chase HQ2*. Originals only. **Phone Ryan on 0646 621474 after 5pm.**

■ For sale! *Lemmings* £6, *Wonder Boy* 32, *California Games* £2 and *Quattro Cartoon* £2.50. **Please ring Richard on 06077 5944.**

■ Swap! *Chase HQ* and *World Cup Italy '90* for any educational programs you have on cassette. Originals only. **Phone 0621 869614 after 6pm and ask for Andrew.**

■ Swap! *Bubble Bobble* or *Oink!* for *Dizzy's Excellent Adventures, Bart Simpson vs the Space Mutants, Slightly Magic, Rainbow Islands* or the *Dizzy Collection*. **Phone 0462 438513 after 4pm on weekdays and any time weekends. Ask for Stephanie.**

■ Swap! My *Konami Collection, Afterburner, Dragon Spirit* and *Run the Gauntlet* for a joystick and *WWF*. Disk only. **Ask for Luke on 0275 870287.**

■ Swap! My *4x4 Off Road Racer, Wildstreets, Netherworld, Thunder Blade, Vigilante, The Race Against Time, Forgotten Worlds* and *Dan Dare* for *Final Fight*. Originals only. **Phone 0452 500199 and ask for Martyn anytime after 6pm.**

■ I will swap *Dragon Spirit, Run the Gauntlet, Roadblasters* and *Konami's Arcade Collection* for *WWF Wrestling* for Spectrum (Disk only). **Phone 0275 870287 and ask for Luke.**

■ For sale: *WWF Wrestlemania, Skull and Crossbones, RBI2* and *Gazza 2*. All in perfect condition. Any reasonable offers accepted or will swap *Skull and Crossbones, Gazza 2* and *RBI2* for *Football Director 2*, original only. **Ring Matthew on 0272 658609 after 5pm.**

■ I will sell many games including *Rainbow Islands, Robocop 2, Techno Cop* and *Italy 90*, all originals. Free game to first caller. **Phone 031 455 7739 and ask for Travis.**

■ Got any Spectrum games to swap? Want to buy my games? Callers from the Lowestoft area would be best. **Phone 0502 587896 and ask for Darren.**

■ Loads of Speccy games to clear. Excellent titles to clear such as *Simpsons* £5, *Lemmings* £6 and many more. Also D Interface and 3.5" disk drive must go £70. **Phone Layton on 0222 707456.**

■ About £400 of games including *Pang, Robocop, SC1*. Sell the lot for £75 or separately. **Phone 0873 858091 after 6pm and ask for Tim.**

■ For sale: *WWF, Lemmings, Shadow Dancer, Turrican 2, Dizzy's Excellent Adventures, Pang, Robocop 2, Shadow of the Beast, Off Road Racer, Man Utd. Europe, Man Utd., Rainbow Islands, Double Dragon 2*. £5-£7 each. All originals. **Phone Peter on 0235 522719.**

■ I will swap my *Simpsons, Golden Axe* and *SWIV* for your *Robocop 3, Rodland* and *Smash TV*. Also my *Shadow Warriors* for your *Fighter Bomber* and my *Wonderboy* and *Popeye 2* for your *Stunt Car Racer*. Boxed cassette originals only. **Phone Owen (in Ireland) on 0103 53 652 9419 after 6pm.**

■ I have *Turrican 2, Final Fight, Hollywood Collection, Shadow Warriors, Xenophobe, TMHT, Mickey Mouse, Slightly Magic, Xybots* and *Gryzor* all to swap. Any offers considered. Boxed originals only. **Phone David on 0562 755888.**

■ I will swap *Slightly Magic* and *The Great Escape* for *Turbo the Tortoise*. Also will swap *Moontorc* and *Space Rider* for *Seymour Goes to Hollywood*. **Call 0323 845640.**

■ Wanted – any pre August 1988 copies of YS with or without smash tapes. Will swap for games. Loads to choose from, many full price titles. **Phone Mark on 0978 820185.**

■ Wanted urgently – *Bards Tale* + 3 disks. Will pay cash. **Phone 0223 68447.**

■ I will swap 70 good games for any printer which will work on a +2A. Also wanted: books on Speccy Rom routines. **Phone Jonathan on 0226 767991.**

■ Has anyone got old issues of The Bug fanzine? Also want Outlet Spectrum fanzine on 3.5 plus D disk. Any issues! **Phone Sean on 0442 215738.**

■ I desperately want *Professional Soccer* by CRL/Tough games. Will pay a fiver or swap for it with *Striker, County Cricket, Rugby Boss, Headcoach* and *First Past the Post*. I must be mental! **Phone Frank on 0332 4705.**

■ For sale: Over 50 games full price and budget including *Sim City, Gazza 2, Turbo Outrun* and *Ghouls 'n' Ghosts*. **For more details phone Richard on 0246 477521.**

■ Swap: *Bart V's the Space Mutants* and *Chase HQ* and *Switch Blade* for *Space Crusade* or *Robocop 3*. **Phone John on 0908 563323.**

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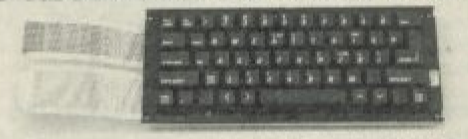
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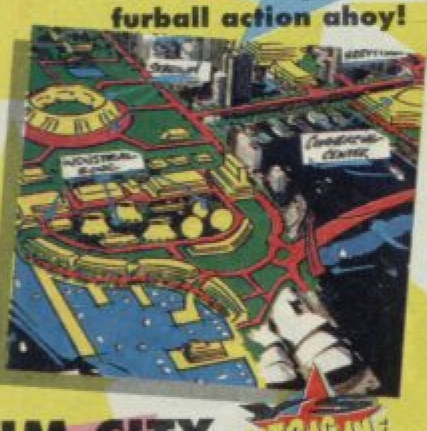
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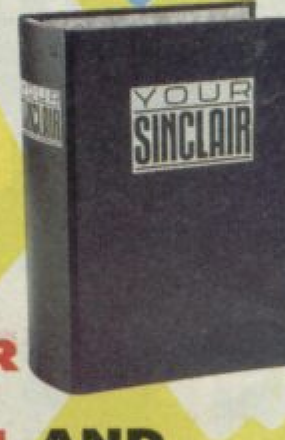


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♥ That's not all! Those hard-boiled jugglers play ping pong. Ha ha! *(Jon! Don't keep hitting Dizzy with that bat. Ed)*

♥ All the regulars will be present and correct. We've got poached Pssst!, fried Flip!, microwaved Mag 7, coddled contents, sunny side up SAM centre, parboiled Public House, stuffed Spec Tec and roasted Replay!

The egg hatches, and a brand new issue of the utterly wazzy Your Sinclair enters the world on the 5th of November. Hurrah!

? Several congratulations! The universe is once more safe for proper computers. You stuff Dr Dave into the YS Shed, squeeze in after him and return to the Future back garden. You both pop out to the sounds of plastic trumpets and cheap balloons as Colin the publisher spares every expense to throw a save-the-universe party. Linda, Andy, Jon and Dr Dave toast you with glasses of flat lemonade, and as you modestly accept the adulation of the masses (well, of your four friends anyway) you can hear the triumphant theme music swell in the background. All together now... diddley dum, diddley dum, diddley dum, diddley diddley, diddley dum, diddley dum, diddley dum, woo wee woo! (Etc.)

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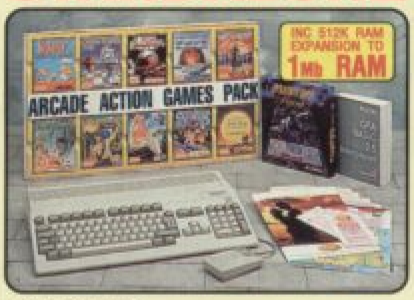
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